

# PRIMA'S OFFICIAL STRATEGY GUIDE

## DAVE MIRRA<sup>2</sup> freestyle bmx™

-----  
FREESTYLE TRICK MANEUVER // GAMEVERS 2.0  
SUPERMAN / CAN-CAN / BACKFLIP / TAILTAP / FLAIR /  
PEG GRAB / MANUAL / NOSEMANUAL //

HEIGHT LEVEL      LBU+11      LBU+22      LBU+33      LBU+54      LBU+95  
C.....T      +      C.....T      +      C.....T      +      C.....T      +      C.....T      +  
-----



**Intro by Dave Mirra**

**Detailed maps with all  
challenge locations**

**Exclusive hints & tips  
from the testers!**



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For PlayStation®2 computer entertainment system,  
NINTENDO GAMECUBE™ and Xbox™ video game sys-  
tem from Microsoft



# THE OFFICIAL DAVE MIRRA 2 freestyle bmx™ STRATEGY GUIDE



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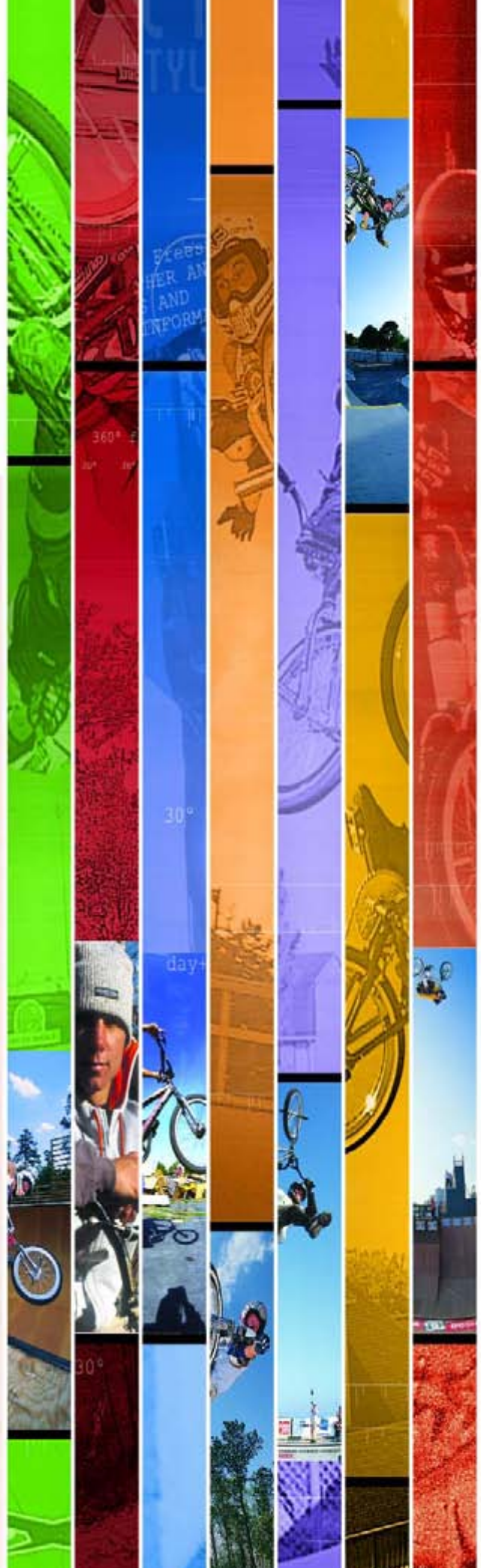
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




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# INTRODUCTION

It's time to go to the next level...

BMX Freestyle is my world... a world full of intensity. A world that has given me nine of the most awesome years of my life! Freestyle BMX is all about pushing yourself to the edge. It's all about feeling that special rush every time you compete. It's all about realizing the total satisfaction gained each time you land that big air move!


I'm totally proud to tell you that Acclaim Entertainment's original, best-selling Dave Mirra Freestyle BMX video game was, by far, the most awesome, intense and fun BMX video game ever sold! There is no other game out there that can come close... until now!


Every BMX rider knows you can't just sit back on your bike with your bag of tricks and expect to win. The competition is too intense to rely on what you did yesterday. We know we have to keep pushing... keep inventing new technologies and new tricks to keep us at the top of our profession. We know we must always go to that next level. Well, Acclaim Entertainment knows that feeling too, and they've pulled out all the stops to create the ultimate extreme Freestyle BMX experience: Dave Mirra Freestyle BMX 2.

This game has everything! You'll spin, grind and stall your way through massive, awesome environments. Whether you choose to play as me or any of the other 13 pro riders you're in for a super time. As in real BMX riding, you'll learn tricks through trial and error. And, as you work your bike for all it's worth, you'll be rewarded with better bikes, clothing and equipment sponsors and "Respect!" And we all know "Respect" is the name of the game!

Knowing how and when to pull off tricks is the secret to earning the "Respect" you deserve. Throughout each level you will have to master Dirt, Vert, Street and Park riding to meet the challenges before you, and that is where The Official Dave Mirra Freestyle BMX 2 Strategy Guide will give you the edge.

In this guide you'll find the secrets to mastering the control system plus how best to use the Trick Modifier Button to max out your scores. There are bios for each rider and everything you'll need to know about available bike upgrades. You'll discover the secrets to scoring and earning "Respect" points. You'll gain the edge to out-play the competition in all 13 multi-player games, plus a lot more.





Plus the new Park Editor game feature allows you to create the BMX course of your dreams!

Dave Mirra Freestyle BMX 2 is totally awesome. I'm blown away at what the next generation gaming systems can do. The graphics are incredible and the music is killer. The levels are huge, and game-play makes you feel like you're right there, riding along with us! And the tricks... forget about it! No game can come close to creating over 1,500 unique possibilities.

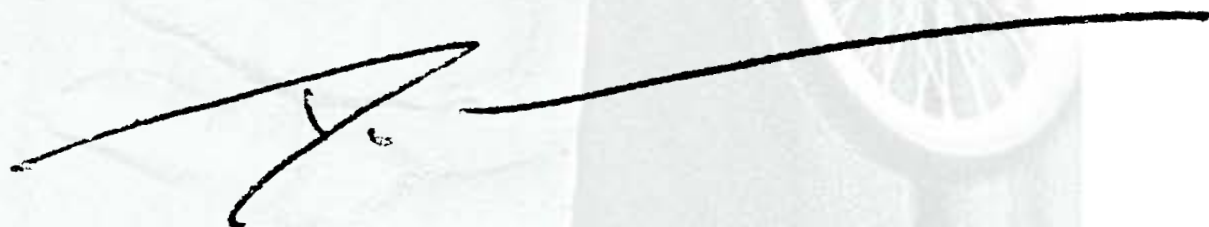
The secret is in the design, and the game developers at Z-Axis have proven once again, that they are the leaders in BMX Freestyle game development.

Becoming the best BMX Freestyler is no easy task. You've got to push yourself. You've got to keep rippin', keep shreddin'... keep pushing yourself to the edge. It's all about developing and maxing out your skills every time you compete. Frustration and rattled brains come with the territory. Learn to love them... they will make you a better rider, a better gamer... a better person!

Now it's time to man your bike and use this cool guide to gain the "Respect" you're going to need to outclass the competition. Now is the time to take it to the next level. Now is the time to learn the secrets behind Dave Mirra Freestyle BMX 2.

Always believe in yourself... ride for yourself.

Stay Strong,





# AUTHORS' INTRO

*A few words from the writers...*

## **Brian Geary**

When I was asked if I would be interested in writing this strategy guide for Dave Mirra Freestyle BMX 2, I jumped at the opportunity. I have been working on the Dave Mirra video games since they first came into test back with the original Dave Mirra Freestyle BMX game. To say the least, BMX video games have been my life for the past two years! A chance to do something special for the game was something I couldn't pass up. Little did I know what I was getting into!

Sure, I know the game like the back of my hand. However, translating that knowledge into written words definitely presented a challenge. Long days and sleepless nights became the norm. I never realized how much is actually involved in getting a guide written and published! Lucky for me, my co-writer, editor and Publisher for Acclaim Publishing Walter Black was there to guide me through the entire process. A big thank you goes out to him!

In addition, there are a number of others that helped me accomplish my goal. First and foremost I have to thank my parents for giving me the motivation to write this book. Along with them, I'd like to thank my sisters Meaghan and Caitlin and the rest of my family. My friends at work are owed a debt of gratitude also for all they contributed. I would like to thank Trixie and the rest of IMOC. And I can't forget The Armed Henchman (R.I.P) and the rest of the CS community.

And a special thank you to all my friends as well: Jacqie, the coolest guy I know, Nelson "Doctor" Brolly, Jennifer Dab and her brother Jon, Jake "the ladykilla" Gateson, Drummer Dan, Colin "Po" Kelly and Kyle "Skunk" Gleason. Last but not least I want to thank Josh and Ray G. (you know for what), Fatboy, Liz and the rest of the crew. And finally a big shout out to everyone from Ground Zero (you know who you are), and to anyone else whom I may have forgotten. It's been a hell of a ride!


## **Walter Black**

As Director of Publishing Operations for Acclaim Publishing I've worked on lots of strategy guides. However I have to say that getting this book to print was one of the most enjoyable projects I've worked on in quite some time. The game is just fantastic and co-writing a guide for it was a pleasure.

I have to take my hat off to Brian Geary my co-writer. Brian stepped in, picked up the ball and ran with it. He may have been new to the strategy guide scene but I had all the confidence in the world that he'd do a great job and he did. Thanks Brian!

As Publisher, I have to give a sincere thank you to Scott Jenkins, Director of Creative Services here at Acclaim Entertainment and his entire staff for their tremendous effort and great execution. Plus a big thank you to all the people in our Quality Assurance Dept. for helping me get a real working knowledge of what this game is all about.

Finally, I have to thank Debra Kempker, President of Prima Games and Julie Asbury, Publishing Director at Prima for the support and cooperation I've received as we begin our new co-publishing venture. This guide marks the first book in what I hope will be a long and prosperous relationship between Acclaim Publishing and Prima. I'm already looking forward to our next title!



# WHAT THE GAME IS ALL ABOUT

Dave Mirra Freestyle BMX 2 is all about riding, challenging the competition and gaining respect. Once you earn a little you'll gain access to better bikes, sponsors plus other great stuff. There are tons of new tricks and levels, and you'll be interacting with your surroundings like never before. There's even a Park Editor that lets you create your own unique BMX environment.



## Game modes, scoring and Respect points

In Proquest Mode you'll take on the superstars of BMX meeting challenges, earning respect and beating the opposition in competitions. You begin your Proquest Mode as an unproven rider with an entry-level bike. As you complete challenges given by the local riders on a level, you'll earn Respect Points, better bikes, access to sponsors, secret tricks and new levels.

There are two main modes of play to conquer in Proquest. They are Challenges and Competition. Challenges consist of objectives that must be cleared in order to complete a given level. Once you clear a certain number of challenges on a given level, you can go on to the next level. You do not need to complete the Hardcore and Expert Challenges in order to finish the game. However, if you are on a quest to get all possible Respect Points you will have to complete all challenges. You will earn an invitation to your first Acclaim Games Competition when you reach 10,000 Respect Points.

There are two types of scoring in the game, Trick Scores and Respect Points. Trick Scores measure your BMX skills. Respect Points, on the other hand, are cumulative and serve to measure your progress through the game. Any Respect Points earned completing Challenges, placing well in Competition, or finding all Gaps are added to your running total of respect. Rewards such as better bikes are earned as your Respect Point level increases.

Another new feature is Gap Challenges. There are between 8 and 24 gaps to be found in each level, and if you are able to find all of them you'll earn 1,000 Respect Points. In a Gap Challenge, your goal is to keep riding and pull off some tricks over the "gaps" in the terrain. Gap Challenges are not obvious or mandatory, but are designed to reward you with additional Respect Points.

The Acclaim Games Competition is a traditional event where you get two runs and are judged on your creativity and use of the level.

Challenges and Competitions take place in any of four area types, Vert, Street, Dirt and Park. There are five different challenge sets for each level: Rookie, Amateur, Pro, Hardcore, and Insane. The Amateur, Pro and Hardcore Challenges are each a series of four challenges. To find out what your Insane Challenge is you'll have to locate a local rider who will issue his challenge to you personally. The riders are scattered about the level. Find them and earn their respect by pulling off their challenge.

In Session Mode there is no pressure to complete challenges, compete against other riders or beg for respect, but you will be able to set new records. Just bust out your best two-minute run on any available level.

In Freeride Mode you have a chance to explore various trails and areas and try some tricks without worrying about time limits, scoring and meeting challenges.

Multiplayer Mode features competitive turn-based action based on contests set within all available levels. Multiplayer contests can take place on any level. Scores and records attained during multiplayer contests are valid for all levels.

## Trick modifier systems

Dave Mirra Freestyle BMX 2 utilizes the revolutionary S.I.K. (Skeletal Inverse Kinematics) Trick System. It incorporates multiple functions, such as allowing you to modify Air Tricks, Grinds, Stalls, Manuals and Wallrides to create hundreds of new tricks. The trick system provides over 1,500 tricks, not including all the riders' Signature tricks.

Trick Modifiers exist to add style, difficulty and creativity to regular tricks. Before or after a trick has been selected you can press the Trick Modifier button plus a direction on the directional pad or the left analog stick to perform a specific modifier.

This open system allows you to try a Barspin modifier before the main trick, a No Hander during the trick, and an X-Up after the main trick. Using the Trick Modifier in this way greatly increases the trick's degree of difficulty raising the score awarded upon a successful landing.

You also have the ability to use Custom Modifiers. After selecting a rider and a bike, you can assign your Custom Modifiers on the Trick Select screen. Once selected, Custom Modifiers function just like the other modifiers such as Barspins, X-Ups and No Handers on their own or combined with other modifiers.

## BASIC MOVES

Mastering your own riding style and your own way of executing tricks will be the most important way for you to get through the challenges within this game. However, first you have to learn the basic moves and controls. There are a number of different riding modes you must master including: riding around on the ground, in the air, grinding a rail or edge, stalling on an edge or on the ground, crashing or bailing and beginning again afterwards.

### ON THE GROUND

While riding on the ground, you must navigate over various surfaces by steering, pedaling and braking. Each of these is controlled by using the Directional Pad or Analog Stick. Pressing Up on the Directional Pad begins pedaling. This begins to increase your speed with the goal of reaching a maximum speed. Pressing Down on the Directional Pad executes a brake. Pressing one of the shoulder buttons and holding down on the Directional Pad causes the rider to come to a skidding stop.

Some surfaces are very difficult if not impossible to brake or stop on due to their steepness. Learning to control your pedaling and braking will enable you to ride at different speeds, depending on what is necessary for you to continue. The only ways to exit the riding mode are to perform a Bunnyhop, or ride off a ledge.

## BUNNYHOP

The Bunnyhop is the standard trick in BMX. It is the number one way to get into the air and it's the starting block for most tricks. The Bunnyhop is executed when you lower your center of gravity and then quickly bring it up again bringing your bike with you.

To perform a Bunnyhop, press the Jump Button. When you press the Jump Button you will crouch down on the bike. Remember you cannot pedal while holding down the Jump Button, but you can navigate. Holding down the Jump Button too long will greatly reduce your speed. Releasing the Jump Button will spring you into the air creating a Bunnyhop. On a flat surface this is noticeable, but it really comes into play when riding on hills, ramps or pipes. The closer to the lip or edge of a vert ramp or pipe, the higher you will go into the air.

## MANUAL

Manuals or Nose Wheelies are on-the-ground tricks in which one wheel is off the ground. In a Manual, the front wheel is off the ground and you must navigate with the back wheel. In a Nose Wheelie, you rest on the front wheel (or nose of the bike) and your back wheel is off the ground. You can Bunnyhop into and out of a Manual. When doing a Manual, you must continue to hold Up or Down on the Directional Pad to adjust yourself so you don't fall out of the trick.

## IN THE AIR

When you are in the air, pressing the Directional Pad navigates you and helps you straighten out the bike. The Directional Pad is also used to select specific tricks and modifiers.

## SPINS

Another way to rotate in the air is to use the Spin Button. The Spin Buttons are used to rotate the bike while performing tricks. The Left Spin Button rotates the bike counterclockwise. The Right Spin Button spins the bike clockwise.

Alley-oop Spins are spins that go in the opposite direction from where you are naturally facing. Alley-oop tricks will earn you more points. The trick to remember with spins is to measure how much distance you have and how fast you are spinning before landing. You must land straight or you'll crash.



## TRICKS

Tricks can be executed any time you are in the air. To determine which trick you are going to pull off, press the Directional Pad before you press the Trick Button. Remember it's not only Up, Down, Left and Right, but all diagonals as well.

After you pull the trick you can do three things. Either hold the Trick Button to rack up more points, go into another trick or add a modifier to your current trick. Spins can be added to all tricks and Backflips can be added to most tricks. Make sure you do not attempt more tricks than you have time to safely execute.

## MODIFIERS

Modifiers, also known as technical tricks, are used to add style, difficulty and creativity to regular tricks. When you're in the air, immediately after you pull a trick, press the Directional pad and the Trick Modifier Button. Using the modifier also increases the trick values, so always attempt a modifier whenever you're pulling a trick. Trick modifiers can also be used as tricks themselves. Hold them a long time for more points. Or trick modifiers can be combined with themselves to create different modifiers.

## GRINDING A RAIL OR EDGE

Grinding an edge consists of doing a Bunnyhop into the air with enough speed and height to arrive on an edge. When coming down on the edge, press the Grind Button. Remember you must be positioned very close to an edge in order to grind it.

While grinding an edge, use the Left or Right Directional Buttons to straighten out the bike, keeping it as vertical as possible. The longer the grind, the slower your speed and the harder it will be to keep your balance. The way out of a grind is to jump into the air, fall or crash.

You also have the ability to modify your grinds using the Trick Modifier Button. Grind Modifiers and Lip Tricks will be difficult at the outset of the game, but as you progress to better bikes, your balance will improve allowing you to access the modifier button more easily. Certain modifiers are not compatible with some grinds and stalls. For instance, you won't be able to perform a Barspin when the rider is stalling on his front wheel.

## STALLING ON AN EDGE OR THE GROUND

Stalls are similar to grinds, since they require landing on the edge or rail, with the metal pegs on the bike, a wheel of the bike, or some part of the bike. Stalling is performed with the same buttons and in the same manner as grinding. Everything is the same about these two tricks, except that a stall keeps the bike in one position instead of moving down a rail or edge as in a grind. As with grinds, stalls can be modified under the same conditions, with the Trick Modifier Button.

## LANDING

The only way to complete a trick and earn your points is to land the trick. There are no buttons to hit in order to land successfully, but two conditions must be satisfied. You must finish the trick and you must land correctly oriented to the ground.

Use the Spin and/or Directional Buttons to make sure the bike is no more than 30 degrees left or right off the angle being traveled in the air. The faster you are riding, the more you have to pay attention to being straight. Riding faster is much less forgiving. Remember, when landing backward (Fakie), you must land almost perfectly to prevent a fall.

## CRASHING / EJECTING

Wiping out is one of the most spectacular events in the game. There are tons of way to crash, such as not landing properly off a ramp, riding into something too fast, or landing on a flat surface with anything but the bike's wheels.

Pressing all of the trigger buttons together at the same time causes you to eject. This is handy when tricks go awry, helping to lessen the pain and damage inflicted when hitting the ground!

## BEGINNING AFTER A CRASH

After a wipeout, you are placed back on your bike, seated completely still. Use the Directional Pad to begin riding once again.

# RIDERS, BIKES & EQUIPMENT

It's time to get to know some of the best BMX freestylers in the business. You're about to become one of them. No matter who you choose you're going to be pulling big airs and hard grinds everywhere. Get to know the individual strengths of each rider so you can max out your scores and bury the competition.

And don't forget about your bike! Your bike is going to be your best friend or your worst enemy in BMX. To pull off the toughest tricks, you're going to need a bike that can support them! Pay attention to your bike upgrades and be sure to take advantage of the bike characteristics that best suit your riding style.



# DAVE MIRRA

**DATE OF BIRTH:** April 4, 1974  
**HOMETOWN:** Chittenango, NY  
**RESIDENCE:** Greenville, North Carolina  
**NICKNAME:** Miracle Boy  
**HEIGHT:** 5' 9"  
**WEIGHT:** 160 lbs.  
**YEARS RIDING:** My whole life  
**YEARS PRO:** 9



## RIDER INFO

**FAVORITE TERRAIN:** Vert, skate park  
**FAVORITE AIR TRICKS:** No Handed 540  
**FAVORITE GRIND:** Bottom Side Toothpick Grind  
**MADE UP TRICK OR FUTURE ATTEMPTED TRICK:** Tailwhip to Barspin  
**BEST RIDE SPOT:** Greenville, North Carolina

**KNOWN FOR:** Smoothness and consistency  
**KEY INJURIES:** Spleen Removed; Broken Shoulder  
**HOBBIES:** Cars, golf and family  
**SPONSORS:** Acclaim Max Sports, Haro Bikes, Slim Jim, Fox Racing, DC Shoes, Arnette  
**QUOTE:** "Stay Strong!"

## CAREER HIGHLIGHTS

2001 Vans Triple Crown Gold Medal Vert  
2001 Vans Triple Crown Silver Medal Street  
2001 Soul Bowl Gold Medal Vert  
2001 Soul Bowl Gold Medal Street  
2001 B3 Anaheim Gold Medal Vert  
2001 B3 Anaheim Gold Medal Street  
2001 CFB Series Gold medal Vert  
2000 Summer X Games Gold Medal in Street  
2000 Summer X Games Silver Medal in Vert  
2000 Gravity Games Gold Medal Vert  
1999 Gravity Games Gold Medal in Street

1999 B3 Oceanside, CA 1st Place Vert  
1999 Summer X Games Gold Medal in Vert  
1999 Summer X Games Gold Medal in Street  
1998 Summer X Games Gold Medal in Vert  
1998 Summer X Games Gold Medal in Street  
1998 Summer X Games Gold Medal in Vert Doubles  
1997 Summer X Games Gold Medal in Vert  
1997 Summer X Games Gold Medal in Street  
1996 Summer X Games Gold Medal in Vert  
1996 Summer X Games Gold Medal in Street

## BIOGRAPHY

Dave started doing tricks in 1984 and entered his first contest in 1987. To stay ahead of the competition, Dave tries to stay focused. When he wants to learn a new trick, Dave just goes for it and practices for hours until he's happy with the results. "I visualize a lot. If you can understand a trick in your mind, you can pull it off." Dave's greatest accomplishment is sticking with bike riding through the good times and the bad.

Now he is able to share his success with family and friends. "I gave up a lot of my life for bike riding, but it's been worth it. I've been injured and I've gotten back up and kept riding." "The high points in my professional life are that I have kept my mind positive, trying to ride and do my best and let my bike riding take me as far as it possibly can."

## SIGNATURE TRICKS

**Triple Backflip:** Down + Down + Down + Trick  
**superman Decade:** Up/Right + Right + Left + Trick

**HARO MIRRA 540 AIR**

DESCRIPTION: A rock solid starter bike.

|                |             |              |               |
|----------------|-------------|--------------|---------------|
| air<br>7       | speed<br>5  | spins<br>6   | balance<br>7  |
| technique<br>8 | manual<br>5 | landing<br>3 | wallride<br>4 |

**HARO MIRRA FLAIR**

DESCRIPTION: A stylish bike designed for one thing... to get serious air.

|                |             |              |               |
|----------------|-------------|--------------|---------------|
| air<br>9       | speed<br>6  | spins<br>8   | balance<br>8  |
| technique<br>9 | manual<br>7 | landing<br>5 | wallride<br>6 |

**HARO MIRRA PRO**

DESCRIPTION: A Haro luxury liner, this beauty will get you where you need to go in style.

|                 |             |              |               |
|-----------------|-------------|--------------|---------------|
| air<br>10       | speed<br>8  | spins<br>9   | balance<br>9  |
| technique<br>10 | manual<br>9 | landing<br>7 | wallride<br>7 |

**HARO MIRRA S351**

DESCRIPTION: Dave's signature bike.

|                 |              |              |               |
|-----------------|--------------|--------------|---------------|
| air<br>11       | speed<br>10  | spins<br>10  | balance<br>10 |
| technique<br>11 | manual<br>11 | landing<br>9 | wallride<br>9 |

**S351 2002**

DESCRIPTION: Dave Mirra's secret bike.

|                 |              |               |                |
|-----------------|--------------|---------------|----------------|
| air<br>12       | speed<br>11  | spins<br>12   | balance<br>12  |
| technique<br>12 | manual<br>12 | landing<br>11 | wallride<br>11 |

**SPONSORS AVAILABLE TO BE UNLOCKED**

Haro, DC Shoes. Slim Jim, Arnette, Fox Racing, Acclaim Max Sports



air  
5

speed  
6

spins  
7

balance  
4

technique  
5

manuals  
4

landing  
4

wallrides  
5

# Ryan Nyquist

**DATE OF BIRTH:** March 6, 1979  
**HOMETOWN:** Los Gatos, CA  
**RESIDENCE:** Greenville, North Carolina  
**NICKNAME:** Triple Threat

**HEIGHT:** 5' 6"  
**WEIGHT:** 150 lbs.  
**YEARS RIDING:** 10  
**YEARS PRO:** 5



## RIDER INFO

**FAVORITE TERRAIN:** Dirt  
**FAVORITE AIR TRICKS:** Flip Driver  
**FAVORITE GRIND:** Toothpick Grind  
**MADE UP TRICK OR FUTURE ATTEMPTED TRICK:** Backflip, No Footed Seat Grab Barspin  
**BEST RIDE SPOT:** Greenville Skate Park

**KNOWN FOR:** Jumping ability and riding all 3 disciplines

**KEY INJURIES:** Bad left ankle

**HOBBIES:** Watching movies, soccer and computers

**SPONSORS:** Acclaim Max Sports, Split, Adidas, TSG, Haro Bikes, Oakley, No Fear

**QUOTE:** "Keep on keeping on!"

## CAREER HIGHLIGHTS

2001 Vans Triple Crown Gold Medal Street  
2001 Vans Triple Crown Gold Medal Dirt  
2001 X Trials Gold Medal Street  
2001 CFB Gold Medal Dirt  
2001 CFB Gold Medal Street  
2001 B3 Silver Medal Street  
2000 Summer X Games Bronze Medal in Street  
2000 Summer X Games Gold Medal in Dirt

2000 Gravity Games Silver Medal in Street  
1999 Gravity Games Gold Medal in Dirt  
1999 Gravity Games Silver Medal in Street  
1999 Summer X Games Bronze Medal in Dirt  
1998-99 DK Circuit Overall Champion  
1999 ESPN/BS Overall Street Champion  
1998 Summer X Games Silver Medal in Dirt  
1997 Summer X Games Bronze Medal in Dirt

## BIOGRAPHY

Ryan got his first bike when he was three years old. In 1991, he started focusing on jumping when he was about eleven. His first major competition was an ESPN event called Destination Extreme, which took place in Encino Beach in 1996. Ryan competed in the Expert Class and won by a very large margin. From there, Ryan picked up sponsors and began to travel. Eventually he was able to start riding full time and make a living at it. Ryan is considered the best-all-around rider in the

sport. He competes in Dirt, Street and Vert. He's best known for his death-defying Backflip Double Barspins. His goals are to ride well and have fun, and so far he has been able to do both. Ryan considers himself lucky. When he started riding, the competitions were already on TV. A lot of riders went through a "dead" period, when competitions were not broadcast. As Ryan says, "I kind of came into it almost at the perfect time, to be honest!"

## SIGNATURE TRICKS

**Nothing No Foot Can-can:** Right + Right + Right + Trick

**HARO BACKTRAIL X1**

DESCRIPTION: A rock solid starter bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>6       | speed<br>6   | spins<br>7   | balance<br>4  |
| technique<br>5 | manuals<br>4 | landing<br>4 | wallride<br>6 |

**HARO BACKTRAIL X2**

DESCRIPTION: Upgraded components on the same frame make for a slightly lighter but tougher bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>7       | speed<br>7   | spins<br>9   | balance<br>5  |
| technique<br>8 | manuals<br>5 | landing<br>6 | wallride<br>7 |

**HARO BACKTRAIL X3**

DESCRIPTION: A stylish bike designed for one thing... to get serious air.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>8       | speed<br>8   | spins<br>10  | balance<br>7  |
| technique<br>9 | manuals<br>7 | landing<br>8 | wallride<br>9 |

**HARO BACKTRAIL PRO**

DESCRIPTION: Ryan's signature bike and Haro's trail king. This beauty will get you where you need to go in style.

|                 |              |               |                |
|-----------------|--------------|---------------|----------------|
| air<br>9        | speed<br>11  | spins<br>11   | balance<br>9   |
| technique<br>10 | manuals<br>8 | landing<br>10 | wallride<br>10 |

**BACKTRAIL PRO 2002**

DESCRIPTION: It's a secret!

|                 |               |               |                |
|-----------------|---------------|---------------|----------------|
| air<br>11       | speed<br>12   | spins<br>12   | balance<br>11  |
| technique<br>11 | manuals<br>11 | landing<br>11 | wallride<br>11 |

**SPONSORS AVAILABLE TO BE UNLOCKED**

Haro, Adidas, No fear, Jiffy Market, Acclaim Max Sports, Oakley, TSG, Split



## todd lyons



**DATE OF BIRTH:** November 21, 1971 **HEIGHT:** 5'7"  
**HOMETOWN:** Columbus, OH **WEIGHT:** 180 lbs.  
**RESIDENCE:** Huntington Beach, California **YEARS RIDING:** 20  
**YEARS PRO:** 11  
**NICKNAME:** The Wildman

## RIDER INFO

**FAVORITE TERRAIN:** Dirt  
**FAVORITE AIR TRICKS:** superman Seat Grab  
Indian Air  
**FAVORITE GRIND:** No Footed Icepick  
**MADE UP TRICK OR FUTURE  
ATTEMPTED TRICK:** No Footed Barspin Backflip  
**BEST RIDE SPOT:** Woodward street course

**KNOWN FOR:** "Being wild on, and off, the bike!"  
**KEY INJURIES:** Six pins in left wrist and torn  
ligaments in knees  
**HOBBIES:** Updating [www.toddl Lyons.com](http://www.toddl Lyons.com), and  
chilling at the beach  
**SPONSORS:** Huffy, Arnette, Knucklebone,  
Spred, ODI, Odyssey, Kenda, Rush  
**QUOTE:** "Big doubles... No troubles!"

## CAREER HIGHLIGHTS

3-Time Amateur World Champion Racer  
2-Time European King of Dirt Jump Champion  
2-Time World Champion Jumper  
5-Time USA X-Games Athlete,

Best Finish 5th Place  
1999 NBL A-Pro National Champion Racer  
2000 CFB Dirt Jump Series, 10th Place Overall

## BIOGRAPHY

Todd is one of the originators of dirt jumping as it is known today. He was hucking himself over Big Doubles way back in the day, long before there was such a thing as a "Professional Dirt Jumper." He definitely has had some influence on some of today's dirt jumping stars when they were coming up through the ranks. His powerful style comes from over 20 years of BMX racing. Todd still races professionally, splitting up his time between races and jump contests.

Over the years he has acquired the "Wildman"

nickname for his antics on and off his bike. He was the first racer to pull off a Backflip in the middle of a race back in the early 90's. His style is definitely not the smoothest, but it is always entertaining nonetheless. Never one to turn down a free trip to a foreign land, Todd has competed in over 15 different countries, making him one of the most recognizable riders worldwide. Whether it's big tricks or nasty bails, the Wildman is one to keep an eye on!

## SIGNATURE TRICKS

**Chainsaw:** Right + Right + Up + Trick

**HUFFY MJ-12**

DESCRIPTION: A rock solid starter bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>6       | speed<br>8   | spins<br>6   | balance<br>4  |
| technique<br>6 | manuals<br>4 | landing<br>4 | wallride<br>4 |

**HUFFY M-80**

DESCRIPTION: Upgraded components make for a slightly lighter but tougher bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>7       | speed<br>9   | spins<br>7   | balance<br>6  |
| technique<br>7 | manuals<br>6 | landing<br>6 | wallride<br>6 |

**HUFFY STAR 69**

DESCRIPTION: A stylish bike designed for one thing... to get serious air.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>9       | speed<br>10  | spins<br>8   | balance<br>7  |
| technique<br>9 | manuals<br>8 | landing<br>7 | wallride<br>8 |

**HUFFY TL-88**

DESCRIPTION: Todd's signature bike.

|                 |              |              |                |
|-----------------|--------------|--------------|----------------|
| air<br>10       | speed<br>11  | spins<br>9   | balance<br>10  |
| technique<br>10 | manuals<br>9 | landing<br>9 | wallride<br>10 |

**TL-88 2002**

DESCRIPTION: Todd Lyon's secret bike.

|                 |               |               |                |
|-----------------|---------------|---------------|----------------|
| air<br>12       | speed<br>12   | spins<br>12   | balance<br>11  |
| technique<br>12 | manuals<br>10 | landing<br>10 | wallride<br>11 |

**SPONSORS AVAILABLE TO BE UNLOCKED**

Huffy, Brand X, None, Arnette, Spred, Toddlyons.com, Knucklebone, ODI



# zach shaw



**DATE OF BIRTH:** June 10, 1971  
**HOMETOWN:** Harlow, United Kingdom  
**RESIDENCE:** Harlow, United Kingdom  
**NICKNAME:** Prozak  
**HEIGHT:** 5'10"  
**WEIGHT:** 10 1/2 stone  
**YEARS RIDING:** 21  
**YEARS PRO:** 12

## RIDER INFO

**FAVORITE TERRAIN:** Vert  
**FAVORITE AIR TRICKS:** Invert  
**FAVORITE GRIND:** Feeble to Fakie  
**MADE UP TRICK OR FUTURE ATTEMPTED TRICK:** Varial-superman Seat Grab  
**BEST RIDE SPOT:** Romford State Park, London, England  
**KNOWN FOR:** First person to do a 360 Backflip and Bodyjars

**KEY INJURIES:** Left knee reconstruction and four knee surgeries

**HOBBIES:** Video editing, skateboarding and video games

**SPONSORS:** Wethepeople, Fenchurch, Oakley, Big Worms

**QUOTE:** Sometimes my bike kicks the crap out of me...and i always go back for more.

## CAREER HIGHLIGHTS

2001 Bicycle Stunts RD1, Louisville 8th Place Halfpipe  
 2001 Dubai Desert Extreme, 1st Place Street, 2nd Place Halfpipe  
 2000 The World Extreme Games, Gold Medal Halfpipe  
 2000 SS20 Ramp Jam, 1st Place Halfpipe  
 2000 Freestyle CH, Zurich, 5th Place Halfpipe

2000 The Alp Challenge, Innsbruck, 6th Place Halfpipe  
 2000 Redbull BMXtra, Belgium, 4th Place Halfpipe  
 2000 Urban Games, London, 1st Place Halfpipe (Highest Air), 2nd Place Halfpipe  
 2000 X-Trials RD2, 11th Place Halfpipe  
 2000 X-Trials RD1, 15th Place Halfpipe

## BIOGRAPHY

"After seeing Evel Knievel in 1977 at Wembley Stadium, I started jumping things on my push bike. I was the master of the brick high jump ramp at age 8. I started riding BMX in 1980, and I have been riding and jumping any bike I could get my hands on."

"One of the highlights of my career, was being the first rider to do the 360 Flip in November 1993 which was nicknamed by some the 'Zak Flip.' I learned my riding skills at Romford Skate Park in London. I would save up my lunch money each

day so I could afford the skate park every weekend. So far, I have broken every bike I have owned... taking it easy just isn't in my blood!"  
 "My favorite contest wins came at the King of Concrete in Southsea Stake Park, Portsmouth, UK. The King of Concrete series is the longest running contest in Europe. The competition tests skills on every type of terrain, Halfpipe, Ramp, Bowls, Street and Flatland. I won the title in 1991 and again in 1997."

## SIGNATURE TRICKS

**Double Frontflip:** Up + Up + Up + Trick

**WETHEPEOPLE DAREDEVIL**

DESCRIPTION: A rock solid starter bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>7       | speed<br>7   | spins<br>7   | balance<br>3  |
| technique<br>6 | manuals<br>3 | landing<br>4 | wallride<br>5 |

**WETHEPEOPLE PONY**

DESCRIPTION: Upgraded components make for a lighter but tougher bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>8       | speed<br>8   | spins<br>8   | balance<br>6  |
| technique<br>7 | manuals<br>5 | landing<br>6 | wallride<br>6 |

**WETHEPEOPLE NOVA**

DESCRIPTION: A stylish bike designed for one thing... to get serious air.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>9       | speed<br>9   | spins<br>9   | balance<br>7  |
| technique<br>9 | manuals<br>6 | landing<br>8 | wallride<br>9 |

**WETHEPEOPLE THRILLSEEKER**

DESCRIPTION: Zach's signature bike.

|                 |              |              |                |
|-----------------|--------------|--------------|----------------|
| air<br>10       | speed<br>11  | spins<br>10  | balance<br>9   |
| technique<br>10 | manuals<br>9 | landing<br>9 | wallride<br>10 |

**THRILLSEEKER 2002**

DESCRIPTION: Zach Shaw's secret bike.

|                 |               |               |                |
|-----------------|---------------|---------------|----------------|
| air<br>12       | speed<br>12   | spins<br>12   | balance<br>10  |
| technique<br>12 | manuals<br>10 | landing<br>11 | wallride<br>11 |

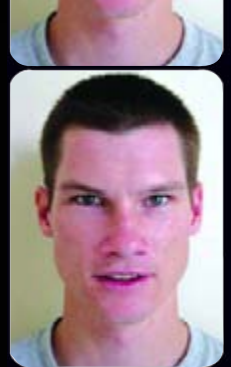
**SPONSORS AVAILABLE TO BE UNLOCKED**

Brand X, Fenchurch, Extreme Sports Channel, Oakley, Wethepeople, Big Worms



## colin mackay

**DATE OF BIRTH:** August 18, 1978    **HEIGHT:** 6'0"  
**HOMETOWN:** Brisbane, Australia    **WEIGHT:** 175 lbs.  
**RESIDENCE:** Brisbane, or    **YEARS RIDING:** 9  
Greenville, NC    **YEARS PRO:** 2



## RIDER INFO

**FAVORITE TERRAIN:** Park and dirt  
**FAVORITE AIR TRICKS:** Tailwhip  
**FAVORITE GRIND:** Icepick Grind  
**MADE UP TRICK OR FUTURE ATTEMPTED TRICK:** 360 Kangaroo Spin  
**BEST RIDE SPOT:** Beenleigh, Australia, Woodward Camp and Greenville

**KNOWN FOR:** Being the first Australian to make it big in America

**KEY INJURIES:** Broken elbow and torn ACL in knee

**HOBBIES:** Traveling and camping

**SPONSORS:** Specialized, Osiris, Fox Racing

**QUOTE:** "Live your dream!"

## CAREER HIGHLIGHTS

2001 Vans Triple Crown, 3rd Place Street  
2001 BS Series, 3rd Place Overall Street  
2001 CFB, 3rd Place Overall Street  
2000 BS Series, 8th Place Overall Park  
2000 CFB, 8th Place Park  
2000 X-Trials, 8th Place Street

1999 Australian X-Games, 2nd Place Dirt  
1999 Australian X-Games, 1st Place Street  
1999 X-Games, 6th Place Street  
1998 Australian X-Games, 2nd Place Dirt  
1998 Australian X-Games, 3rd Place Street

## BIOGRAPHY

Colin Mackay was born and raised in Queensland, Australia. He first got interested in riding through his high school buddies in 1992. When high school ended, Colin was the only one still riding, so he moved in with his father where the riding scene was much more exciting. In order to support himself and his riding, Colin worked nights at a Thai restaurant.

Eventually, he moved to Brisbane where the riding scene was really heating up and began riding with a crew, who according to Colin was the "baddest crew in Australia."

Continuing to work odd jobs to support his riding,

Colin's brother Trevor finally secured him a job in a wood factory. This job enabled Colin to save enough money to travel to the United States with some of the crew to compete in amateur events. Returning to Australia, he competed in the Australian X Games earning enough to return to the U.S.

Since his return, Colin continues to live his dream... a dream best summarized in his own words, "I can't believe it's gone this far! I love what I do! I couldn't think of anything else I would rather do, and I would like to thank everyone who has helped me and believed in me!"

## SIGNATURE TRICKS

**Kangaroo Flip:** Down + Up + Down + Trick

**SPECIALIZED 415**

DESCRIPTION: A rock solid starter bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>4       | speed<br>5   | spins<br>5   | balance<br>5  |
| technique<br>8 | manuals<br>6 | landing<br>5 | wallride<br>4 |

**SPECIALIZED 415 FSX**

DESCRIPTION: Upgraded components make for a slightly lighter but tougher bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>6       | speed<br>6   | spins<br>6   | balance<br>6  |
| technique<br>9 | manuals<br>8 | landing<br>8 | wallride<br>7 |

**SPECIALIZED 415 FSXPERT**

DESCRIPTION: A stylish bike designed for one thing... to get serious air.

|                 |               |              |               |
|-----------------|---------------|--------------|---------------|
| air<br>7        | speed<br>8    | spins<br>8   | balance<br>8  |
| technique<br>10 | manuals<br>10 | landing<br>9 | wallride<br>8 |

**SPECIALIZED 415 PRO**

DESCRIPTION: Colin's signature bike.

|                 |               |               |               |
|-----------------|---------------|---------------|---------------|
| air<br>9        | speed<br>9    | spins<br>9    | balance<br>10 |
| technique<br>11 | manuals<br>11 | landing<br>10 | wallride<br>9 |

**415 PRO 2002**

DESCRIPTION: Colin Mackay's secret bike.

|                 |               |               |                |
|-----------------|---------------|---------------|----------------|
| air<br>10       | speed<br>11   | spins<br>12   | balance<br>12  |
| technique<br>12 | manuals<br>12 | landing<br>11 | wallride<br>10 |

**SPONSORS AVAILABLE TO BE UNLOCKED**

Fox Racing, Woodward, Acclaim Max Sports, Specialized, Osiris, Pro-Tech



## mike laird

**DATE OF BIRTH:** July 1, 1974  
**HOMETOWN:** Virginia Beach,  
Virginia  
**RESIDENCE:** Greenville,  
North Carolina

**HEIGHT:** 5'10"  
**WEIGHT:** 150 lbs.  
**YEARS RIDING:** 17  
**YEARS PRO:** 4



## RIDER INFO

**FAVORITE TERRAIN:** Park  
**FAVORITE AIR TRICKS:** Tailwhip  
**FAVORITE GRIND:** Smith Grind  
**MADE UP TRICK OR FUTURE ATTEMPTED TRICK:** No Footed X-up Tailwhip  
**BEST RIDE SPOT:** Greenville Skate Park

**KNOWN FOR:** Going big  
**KEY INJURIES:** Broken jaw and wrist  
**HOBBIES:** Video games and car stereos  
**SPONSORS:** Nirve, Useless, Fox Racing  
**QUOTE:** "Ride your damn bike!"

## CAREER HIGHLIGHTS

2001 CFB, 7th Place Street  
2000 Gravity Games, 3rd Place Street  
2000 X-Trials, 8th Place Street  
2000 CFB, 2nd Place Street  
2000 BS Series, 10th Place Overall Park  
Competed in '99 Gravity Games

Competed in '98 and '99 X Games  
1998 K2 Pro, 2nd Place Street  
1998 BS Series, 4th Place Overall Street  
1997 ESPN BS Series Amateur Title #1 Street  
and Vert

## BIOGRAPHY

Mike started racing BMX at ten years old and raced for almost ten years. He was always into riding his bike and jumping. He noticed an ad in a magazine one day for a street contest in his area. This contest was the first time Mike was exposed to ramp jumping as a sport. That was the point that he decided he wanted to do this forever. Just like many other professional riders, Mike never thought he would make it to his current level. He says that, "it just evolved."

He started freestyling at age 19. He made the decision to be a bike rider and started doing tricks. He turned pro at 22 and considers himself to be a late bloomer. Today, Mike says that he has more than accomplished his goals... He feels he has actually exceeded them! Now, Mike is trying to be a more focused and smooth rider by fine-tuning his skills and performing better at the contests.

## SIGNATURE TRICKS

**Vertical Tailwhip:** Down/Right + Up + Down/Right + Trick

**NIRVE HYPNOTIC**

DESCRIPTION: A rock solid starter bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>7       | speed<br>5   | spins<br>5   | balance<br>5  |
| technique<br>6 | manuals<br>5 | landing<br>5 | wallride<br>4 |

**NIRVE PANIC**

DESCRIPTION: Upgraded components make for a slightly lighter but tougher bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>8       | speed<br>6   | spins<br>7   | balance<br>6  |
| technique<br>7 | manuals<br>6 | landing<br>7 | wallride<br>6 |

**NIRVE HEX**

DESCRIPTION: A stylish bike designed for one thing... to get serious air.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>10      | speed<br>8   | spins<br>9   | balance<br>7  |
| technique<br>8 | manuals<br>8 | landing<br>8 | wallride<br>7 |

**NIRVE STATIC**

DESCRIPTION: Mike's signature bike.

|                 |               |               |                |
|-----------------|---------------|---------------|----------------|
| air<br>11       | speed<br>9    | spins<br>10   | balance<br>9   |
| technique<br>10 | manuals<br>10 | landing<br>10 | wallride<br>10 |

**STATIC 2002**

DESCRIPTION: Mike Laird's secret bike.

|                 |               |               |                |
|-----------------|---------------|---------------|----------------|
| air<br>12       | speed<br>11   | spins<br>11   | balance<br>11  |
| technique<br>11 | manuals<br>11 | landing<br>11 | wallride<br>12 |

**SPONSORS AVAILABLE TO BE UNLOCKED**

Brand X, Fox Racing, Acclaim Max Sports, Nirve, Z-Axis, Useless



air  
4

speed  
6

spins  
4

balance  
4

technique  
6

manuals  
5

landing  
6

wallrides  
5

# JOEY GARCIA

**DATE OF BIRTH:** April 16, 1978  
**HOMETOWN:** Gilroy, California  
**RESIDENCE:** Huntington Beach, California

**HEIGHT:** 5'11"  
**WEIGHT:** 180 lbs.  
**YEARS RIDING:** 13  
**YEARS PRO:** 7



## RIDER INFO

**FAVORITE TERRAIN:** Dirt  
**FAVORITE AIR TRICKS:** Tailwhip  
**FAVORITE GRIND:** Bottomside Icepick Grind  
**MADE UP TRICK OR FUTURE ATTEMPTED TRICK:** Barspin to Double Tailwhip  
**BEST RIDE SPOT:** Hidden Valley

**KNOWN FOR:** Being smooth  
**KEY INJURIES:** Two re-constructive knee surgeries  
**HOBBIES:** Motocross  
**SPONSORS:** UGP, Airwalk  
**QUOTE:** "Don't let a win get to your head, or a loss to your heart."

## CAREER HIGHLIGHTS

2000 DK Dirt Circuit, 1st Place Finish  
 2000 CFB, 1st Place Dirt  
 1999 DK Dirt Circuit, 2nd Place Finish  
 1998 X Games Bronze Medal Bicycle Stunt Dirt

1998 DK Dirt Circuit, 1st Place Finish  
 1996 X Games Gold Medal Bicycle Stunt Dirt  
 1995 X Games Bronze Medal Bicycle Stunt Dirt  
 1995 ABA King of Dirt, 1st Place Finish

## BIOGRAPHY

Joey got started riding by following his brother. His brother rode skateboards, so Joey rode skateboards. Then when his brother was getting into BMX, Joey started getting into BMX. He was four years old when he got his aunt to buy him his first bike. Joey has been riding with his brother ever since. "I really look up to him."  
 Joey is proud of the medals he's won. He won a Bronze in 1995, a Gold in 1996 and a Bronze in 1998 at the X Games. He did not compete in 1998

because he needed to get both his knees surgically reconstructed. Due to repeated bike accidents and many trips to the hospital, Joey had to have surgery. After the surgery, Joey was unable to ride his bike for eight months as he went through extensive rehabilitation. Joey also rides dirt bikes as much as he can. He also does image editing on his computer, "just to keep things interesting."

## SIGNATURE TRICKS

**Half Whip Half:** Down/Right + Down + Down/Right + Trick

**GARCIA R.O.G.**

DESCRIPTION: A rock solid starter bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>4       | speed<br>6   | spins<br>4   | balance<br>4  |
| technique<br>7 | manuals<br>5 | landing<br>6 | wallride<br>6 |

**GARCIA NATTY**

DESCRIPTION: Upgraded components make for a slightly lighter but tougher bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>6       | speed<br>7   | spins<br>6   | balance<br>6  |
| technique<br>8 | manuals<br>7 | landing<br>7 | wallride<br>7 |

**GARCIA SMOOTH**

DESCRIPTION: A stylish bike designed for one thing... to get serious air.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>7       | speed<br>9   | spins<br>7   | balance<br>7  |
| technique<br>9 | manuals<br>9 | landing<br>9 | wallride<br>9 |

**GARCIA RESURRECTION**

DESCRIPTION: Joey's signature bike.

|                 |               |               |                |
|-----------------|---------------|---------------|----------------|
| air<br>9        | speed<br>11   | spins<br>9    | balance<br>8   |
| technique<br>10 | manuals<br>10 | landing<br>11 | wallride<br>10 |

**RESURRECTION 2002**

DESCRIPTION: Joey Garcia's secret bike.

|                 |               |               |                |
|-----------------|---------------|---------------|----------------|
| air<br>11       | speed<br>12   | spins<br>11   | balance<br>10  |
| technique<br>12 | manuals<br>11 | landing<br>12 | wallride<br>11 |

**SPONSORS AVAILABLE TO BE UNLOCKED**

Garcia, Airwalk, Rampage Skatepark, None, Woodward, Acclaim Max Sports, UGP



## tim mirra

**DATE OF BIRTH:** April 28, 1972  
**HOMETOWN:** Chittenango,  
New York  
**RESIDENCE:** Raleigh, North  
Carolina  
**NICKNAME:** Turbo  
**HEIGHT:** 6'1"  
**WEIGHT:** 172  
**YEARS RIDING:** 18  
**YEARS PRO:** 3



## RIDER INFO

**FAVORITE TERRAIN:** Street course (Wood Parks)  
**FAVORITE AIR TRICKS:** Nothing  
**FAVORITE GRIND:** Backwards Feeble Grind  
**MADE UP TRICK OR FUTURE ATTEMPTED TRICK:** Triple Tailwhip  
**BEST RIDE SPOT:** Woodward

**KNOWN FOR:** Jumping high  
**KEY INJURIES:** Two broken wrists and thumb  
**HOBBIES:** Racing cars and mountain bikes  
**SPONSORS:** Haro Bikes  
**QUOTE:** "Forget about it!"

## CAREER HIGHLIGHTS

2001 Participated in the Dave Mirra  
BMX Super Tour

2000 Competed in numerous CFB contests

1998 1st Place Broadway on the Beach Street

1996 Useless Contest Series 1st Place Street

## BIOGRAPHY

Tim Mirra is Dave Mirra's older brother. Just two years older than Dave, they have been riding together all of their lives. They learned to ride bikes when they were four years old. They were always competitive doing tricks, but they always rode together. "It was great!" says Dave. "We started doing the tricks at the same time." Tim and Dave started entering competitions in

1987. Tim stopped competing as often as Dave when he began looking into the possibility of going to college, but Dave just kept going. Tim currently works for a company that rents heavy equipment and still rides quite frequently. When he has free time, Tim likes to work on his car.

## SIGNATURE TRICKS

**Triple Tailwhip:** Down/Right + Down/Right + Down/Right + Trick

**HARO MIRRA 540 AIR**

DESCRIPTION: A rock solid starter bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>5       | speed<br>5   | spins<br>5   | balance<br>6  |
| technique<br>4 | manuals<br>6 | landing<br>4 | wallride<br>6 |

**HARO MIRRA FLAIR**

DESCRIPTION: A stylish bike designed for one thing... to get serious air.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>6       | speed<br>6   | spins<br>7   | balance<br>7  |
| technique<br>5 | manuals<br>8 | landing<br>6 | wallride<br>8 |

**HARO MIRRA PRO**

DESCRIPTION: A Haro luxury liner, this beauty will get you where you need to go in style.

|                |               |              |               |
|----------------|---------------|--------------|---------------|
| air<br>8       | speed<br>8    | spins<br>8   | balance<br>8  |
| technique<br>6 | manuals<br>10 | landing<br>8 | wallride<br>9 |

**HARO MIRRA S351**

DESCRIPTION: Tim's signature bike.

|                |               |               |                |
|----------------|---------------|---------------|----------------|
| air<br>9       | speed<br>10   | spins<br>9    | balance<br>9   |
| technique<br>7 | manuals<br>12 | landing<br>10 | wallride<br>11 |

**S351 2002**

DESCRIPTION: Tim Mirra's secret bike.

|                |               |               |                |
|----------------|---------------|---------------|----------------|
| air<br>10      | speed<br>11   | spins<br>11   | balance<br>11  |
| technique<br>8 | manuals<br>13 | landing<br>12 | wallride<br>13 |

**SPONSORS AVAILABLE TO BE UNLOCKED**

Haro, DC Shoes, Fox Racing, Acclaim Max Sports, Useless, Z-Axis



## troy mcmurray

**DATE OF BIRTH:** February 2, 1973**HOMETOWN:** Denver, Colorado**RESIDENCE:** Huntington Beach,  
California**NICKNAME:** McMurr-yay**HEIGHT:** 5'10"**WEIGHT:** 190 lbs.**YEARS RIDING:** 18**YEARS PRO:** 6

## RIDER INFO

**FAVORITE TERRAIN:** Everything**FAVORITE AIR TRICKS:** Decade**FAVORITE GRIND:** Bottom Bracket Grind**MADE UP TRICK OR FUTURE****ATTEMPTED TRICK:** Christmas Tree, Front Peg  
Rocket Decade Air**BEST RIDE SPOT:** Hidden Valley**KNOWN FOR:** Everything**KEY INJURIES:** Just a knee operation... "I'm  
lucky."**HOBBIES:** Most days, just riding**SPONSORS:** S&M Bikes, TSA, Puma, TSG**QUOTE:** "LIVE"

## CAREER HIGHLIGHTS

1997 MTV Sports &amp; Music Festival Champion

Participated in the 2000 Gravity Games

## BIOGRAPHY

"I started riding at the end of sixth grade. I grew up in the east part of Denver, which wasn't really a good part of town. One day there was a school assembly right before the summer. Everyone was there with their skate boards, bikes, frisbees and hacky sacks. They asked if anyone wanted to come up and do a trick on their bike, and me and about a thousand other kids raised our hands. They picked me! It was just hopping on the back pegs, but for a little kid like me it was just kind of a rush."

"In seventh grade I wasn't really into school, however my grandfather made me a deal. If I

finished school, he would buy me the bike of my choice. Needless to say, the deal came too late and I had to redo seventh grade. But this time I finished and I got my bike. I had definitely learned my lesson."

"I tried sports but that just wasn't for me. About seven or eight years ago I went to a dirt riding contest and won! Then a year and a half went by and a few pros came through town. Then I got my first sponsor. It's was cool to finally have a sponsor, since I used to pedal down the street dreaming of that day!"

## SIGNATURE TRICKS

**Christmas Tree:** Right + Left + Up

**S&M DIRT BIKE**

DESCRIPTION: A rock solid starter bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>5       | speed<br>7   | spins<br>7   | balance<br>6  |
| technique<br>5 | manuals<br>1 | landing<br>5 | wallride<br>6 |

**S&M HOLMES CLASSIC**

DESCRIPTION: Upgraded components make for a slightly lighter but tougher bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>7       | speed<br>8   | spins<br>8   | balance<br>7  |
| technique<br>7 | manuals<br>4 | landing<br>6 | wallride<br>7 |

**S&M NEXT  
GENERATION HOLMES**

DESCRIPTION: A stylish bike designed for one thing... to get serious air.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>8       | speed<br>9   | spins<br>10  | balance<br>8  |
| technique<br>8 | manuals<br>5 | landing<br>9 | wallride<br>9 |

**S&M WARDIG**

DESCRIPTION: Troy's signature bike is THE definition of a hardcore street burly bike.

|                 |              |               |                |
|-----------------|--------------|---------------|----------------|
| air<br>9        | speed<br>11  | spins<br>11   | balance<br>9   |
| technique<br>10 | manuals<br>7 | landing<br>10 | wallride<br>11 |

**WARDIG 2002**

DESCRIPTION: Troy McMurray's secret bike.

|                 |               |               |                |
|-----------------|---------------|---------------|----------------|
| air<br>10       | speed<br>12   | spins<br>13   | balance<br>11  |
| technique<br>11 | manuals<br>10 | landing<br>11 | wallride<br>12 |

**SPONSORS AVAILABLE TO BE UNLOCKED**

S & M Bikes, Puma, None, Acclaim Max Sports, TSA, TSG, Z-Axis



# Leigh Ramsdell

**DATE OF BIRTH:** August 1, 1970  
**HOMETOWN:** Havelock, NC  
**RESIDENCE:** Chapel Hill, North Carolina

**HEIGHT:** 5'6"  
**WEIGHT:** 135 lbs.  
**YEARS RIDING:** 17  
**YEARS PRO:** 7



## RIDER INFO

**FAVORITE TERRAIN:** Street  
**FAVORITE AIR TRICKS:** No Handed 540/360  
**FAVORITE GRIND:** Backwards Grind  
**MADE UP TRICK OR FUTURE ATTEMPTED TRICK:** Body Varial  
**BEST RIDE SPOT:** Any place fun and relaxed  
**KNOWN FOR:** Being sketchy, but pulling tricks out of the air

**KEY INJURIES:** Broken upper right arm (plate inserted)

**HOBBIES:** Music

**SPONSORS:** Eastern, Useless, Duffs, Sun Rims, TSG, Arnette

**QUOTE:** "Find something you love, and do it for the rest of your life!"

## CAREER HIGHLIGHTS

Commentator for ESPN's X-Games  
 X-Games Competitor

Owner of Useless Clothing

## BIOGRAPHY

Leigh always had a bicycle, but received his first freestyle bike as a birthday present when he turned fourteen years old. Still riding seventeen years later, Leigh has also been doing television work for ESPN, conducting interviews with riders and the complete their competitions.

Leigh owns his own clothing company called Useless Clothing. He makes BMX videos that he sells through his company. Leigh is also into music, mostly punk rock. A man of many talents, Leigh even plays the guitar a little bit!

## SIGNATURE TRICKS

**Body Varial:** Right + Left + Right + Trick

**EASTERN BIG STREET**

DESCRIPTION: A rock solid starter bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>6       | speed<br>6   | spins<br>6   | balance<br>6  |
| technique<br>4 | manuals<br>3 | landing<br>4 | wallride<br>7 |

**EASTERN JANE**

DESCRIPTION: Upgraded components make for a slightly lighter but tougher bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>7       | speed<br>7   | spins<br>7   | balance<br>7  |
| technique<br>6 | manuals<br>6 | landing<br>6 | wallride<br>8 |

**EASTERN HERCULES**

DESCRIPTION: A stylish bike designed for one thing... to get serious air.

|                |              |              |                |
|----------------|--------------|--------------|----------------|
| air<br>8       | speed<br>8   | spins<br>9   | balance<br>9   |
| technique<br>7 | manuals<br>7 | landing<br>8 | wallride<br>10 |

**EASTERN ACE OF SPADES**

DESCRIPTION: Leigh's signature bike and Eastern Bikes top-of-the-line model.

|                |              |              |                |
|----------------|--------------|--------------|----------------|
| air<br>9       | speed<br>10  | spins<br>11  | balance<br>10  |
| technique<br>9 | manuals<br>9 | landing<br>9 | wallride<br>11 |

**RAMROD 2002**

DESCRIPTION: Leigh Ramsdell's secret bike.

|                 |               |               |                |
|-----------------|---------------|---------------|----------------|
| air<br>12       | speed<br>12   | spins<br>12   | balance<br>12  |
| technique<br>10 | manuals<br>10 | landing<br>10 | wallride<br>12 |

**SPONSORS AVAILABLE TO BE UNLOCKED**

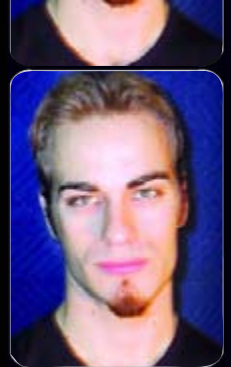
Duffs, Arnette, Eastern Bikes, TSG, Acclaim Max Sports, Sun Rims



## kenan harkin

**DATE OF BIRTH:** June 13, 1974  
**HOMETOWN:** Center Moriches, NY  
**RESIDENCE:** Woodward, Pennsylvania  
**NICKNAME:** Hark Dog

**HEIGHT:** 5'11"  
**WEIGHT:** 165 lbs.  
**YEARS RIDING:** 18  
**YEARS PRO:** 5



## RIDER INFO

**FAVORITE TERRAIN:** Street and wooden ramps  
**FAVORITE AIR TRICKS:** 540 Barspin  
**FAVORITE GRIND:** Bottomside Peg Grind  
**MADE UP TRICK OR FUTURE ATTEMPTED TRICK:** Career Stopper / Doubleflip Double Twist  
**BEST RIDE SPOT:** Woodward, and Mullally Park in Bronx, NY

**KNOWN FOR:** Having the best Box Jump variations wired

**KEY INJURIES:** Broken clavicle, two broken legs and ankle sprains

**HOBBIES:** Motocross, mountain biking, snowboarding, music and reptiles

**SPONSORS:**

**QUOTE:** "It's easy to criticize when you're not having fun!"

## CAREER HIGHLIGHTS

Co-Host of NBC Gravity Games  
Turning Pro  
Working with kids as an instructor at

Woodward Camp  
Competing in the X Games

## BIOGRAPHY

When Kenan was growing up in Long Island, New York, he would get teased. He was always taunted with "get a car loser" as he rode his bike around town. Kenan is quick to point out, "I used to get teased by the guys and now I'm in a video game!" Kenan lives at the Woodward Camp in Woodward, Pennsylvania, a place where top pros from around the world come together to teach BMX riding, as well as skateboarding, inline skating and gymnastics.

Always quick to turn the conversation towards reptiles, Kenan is passionate about the things he cares about. "I love animals, all kinds of reptiles. Turtles especially get me excited. Ever since I was a little kid I was always out in the ponds, catching turtles in eastern Long Island. My dream is to own a house with an indoor terrarium where I can have pet alligators. I want to have the Everglades in my house!"

## SIGNATURE TRICKS

**Decade Backflip:** Right + Left + Down + Trick

**HARKIN BOX TURTLE**

DESCRIPTION: A rock solid starter bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>6       | speed<br>6   | spins<br>7   | balance<br>5  |
| technique<br>5 | manuals<br>5 | landing<br>4 | wallride<br>4 |

**HARKIN CROCODILE**

DESCRIPTION: Upgraded components make for a lighter but tougher bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>7       | speed<br>7   | spins<br>8   | balance<br>6  |
| technique<br>6 | manuals<br>6 | landing<br>7 | wallride<br>7 |

**HARKIN KINGSSNAKE**

DESCRIPTION: A stylish bike designed for one thing... to get serious air.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>8       | speed<br>9   | spins<br>9   | balance<br>8  |
| technique<br>8 | manuals<br>8 | landing<br>8 | wallride<br>8 |

**HARKIN SKINK**

DESCRIPTION: Kenan's signature bike.

|                 |              |               |               |
|-----------------|--------------|---------------|---------------|
| air<br>10       | speed<br>10  | spins<br>11   | balance<br>9  |
| technique<br>10 | manuals<br>9 | landing<br>10 | wallride<br>9 |

**SKINK 2002**

DESCRIPTION: Kenan Harkin's secret bike.

|                 |               |               |                |
|-----------------|---------------|---------------|----------------|
| air<br>12       | speed<br>11   | spins<br>12   | balance<br>11  |
| technique<br>11 | manuals<br>11 | landing<br>11 | wallride<br>11 |

**SPONSORS AVAILABLE TO BE UNLOCKED**

Harkin, Adidas, Fox Racing, Acclaim Max Sports, Woodward, Z-Axis



## scott wirth

**DATE OF BIRTH:** December 19, 1978 **HEIGHT:** 5'11"  
**HOMETOWN:** McHenry, Illinois **WEIGHT:** 175 lbs.  
**RESIDENCE:** Greenville, North Carolina **YEARS RIDING:** 10  
**YEARS PRO:** 4



## RIDER INFO

**FAVORITE TERRAIN:** Everything  
**FAVORITE AIR TRICKS:** No Footed Can-can 360  
**FAVORITE GRIND:** Icepick Grind  
**MADE UP TRICK OR FUTURE ATTEMPTED TRICK:** No Footed Can-can, One Handed 720  
**BEST RIDE SPOT:** Greenville, North Carolina

**KNOWN FOR:** Lots of 360 variations  
**KEY INJURIES:** Separated tibia and fibula at the ankle  
**HOBBIES:** Motocross, golf and video games  
**SPONSORS:** Mongoose, Ridgeline Designs, Airwalk, Plugg, EVS, AXO, SixSixOne, Hyundai, Speed Stick  
**QUOTE:** "Word"

## CAREER HIGHLIGHTS

2000 CFB, 5th Place Dirt  
2000 DK Dirt Circuit, Merritt Island, 4th Place Finish

2000 DK Dirt Circuit, Pittsburgh, 4th Place Finish  
2000 KOD, New York City, 3rd Place Dirt

## BIOGRAPHY

Scott Wirth has been riding professionally for a few years now and is known as one of the most consistent riders around. He has tremendous technical skill in the dirt and jumping fields. Scott is also known as a hard worker, and that hard work has paid off often, especially in his performance in the King of Dirt competitions.

Scott sees the sport becoming tougher as riders perfect the moves. As Scott stated, "People are throwing Double Trucks now. At the Woodward CFB there were five of us throwing Double Backflips into the foam pit. I can see that trick in like two years being a normal trick."

## SIGNATURE TRICKS

**Mr. Dinner:** Up + Up/Right + Right + Trick

**MONGOOSE VILLAIN**

DESCRIPTION: A rock solid starter bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>6       | speed<br>6   | spins<br>7   | balance<br>6  |
| technique<br>5 | manuals<br>4 | landing<br>6 | wallride<br>2 |

**MONGOOSE HOOLIGAN**

DESCRIPTION: Upgraded components make for a lighter but tougher bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>7       | speed<br>7   | spins<br>8   | balance<br>7  |
| technique<br>6 | manuals<br>7 | landing<br>7 | wallride<br>5 |

**MONGOOSE FUZZ**

DESCRIPTION: A stylish bike designed for one thing... to get serious air.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>9       | speed<br>9   | spins<br>9   | balance<br>8  |
| technique<br>8 | manuals<br>8 | landing<br>8 | wallride<br>7 |

**MONGOOSE IMPORTANTAN**

DESCRIPTION: Scott's signature bike.

|                 |              |               |               |
|-----------------|--------------|---------------|---------------|
| air<br>10       | speed<br>10  | spins<br>11   | balance<br>10 |
| technique<br>10 | manuals<br>9 | landing<br>10 | wallride<br>8 |

**IMPORTANTAN 2002**

DESCRIPTION: Scott Wirch's secret bike.

|                 |               |               |                |
|-----------------|---------------|---------------|----------------|
| air<br>12       | speed<br>12   | spins<br>12   | balance<br>11  |
| technique<br>11 | manuals<br>10 | landing<br>11 | wallride<br>11 |

**SPONSORS AVAILABLE TO BE UNLOCKED**

Mongoose, Airwalk, Acclaim Max Sports, AXO Cycling, EVS, Six Six One, Z-Axis, Ridgeline Design



# John "Luc-E" Englebert



|                       |                         |                      |             |
|-----------------------|-------------------------|----------------------|-------------|
| <b>DATE OF BIRTH:</b> | December 8, 1972        | <b>NICKNAME:</b>     | Luc-E       |
| <b>HOMETOWN:</b>      | Bethlehem, Pennsylvania | <b>HEIGHT:</b>       | 6'0"        |
| <b>RESIDENCE:</b>     | Bethlehem, Pennsylvania | <b>WEIGHT:</b>       | 180 lbs.    |
|                       |                         | <b>YEARS RIDING:</b> | 11          |
|                       |                         | <b>YEARS PRO:</b>    | What's Pro? |

## RIDER INFO

**FAVORITE TERRAIN:** Grinding  
**FAVORITE AIR TRICKS:** Tailwhip  
**FAVORITE GRIND:** Luc-E Grind  
**MADE UP TRICK OR FUTURE ATTEMPTED TRICK:** Bikeflip  
**BEST RIDE SPOT:** On the street

**KNOWN FOR:** Originality, smooth style and positive attitude

**KEY INJURIES:** Bad knees and a bum ankle

**HOBBIES:** Art design

**SPONSORS:** Base Brooklyn, Standard Byke Co., East Coast Destruction

**QUOTE:** "If you play my character... It's a must to bust!"

## CAREER HIGHLIGHTS

Counselor at Woodward Camp

Competed in Street and Dirt at the ESPN X-Games

## BIOGRAPHY

John "Luc-E" Englebert loves riding on the street. Best known for his smooth style, positive attitude and originality, "Luc-E" is always pushing the limit when he competes. Even with a bad knee and a bum ankle, John "Luc-E" Englebert gets the job done to the thrill of his loyal fans!

## SIGNATURE TRICKS

**Bike Flip:** Left + Up + Right + Trick

**STANDARD CASHIOUS**

DESCRIPTION: A rock solid starter bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>6       | speed<br>6   | spins<br>6   | balance<br>7  |
| technique<br>6 | manuals<br>1 | landing<br>6 | wallride<br>4 |

**STANDARD TAO**

DESCRIPTION: Upgraded components make for a slightly lighter but tougher bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>7       | speed<br>7   | spins<br>7   | balance<br>9  |
| technique<br>7 | manuals<br>3 | landing<br>7 | wallride<br>7 |

**STANDARD SHAMAN**

DESCRIPTION: A stylish bike designed for one thing... to get serious air.

|                |              |               |               |
|----------------|--------------|---------------|---------------|
| air<br>8       | speed<br>8   | spins<br>8    | balance<br>10 |
| technique<br>9 | manuals<br>5 | landing<br>10 | wallride<br>8 |

**STANDARD LUC-E PRO 3000**

DESCRIPTION: Luc-E's signature bike.

|                 |              |               |                |
|-----------------|--------------|---------------|----------------|
| air<br>9        | speed<br>10  | spins<br>9    | balance<br>11  |
| technique<br>10 | manuals<br>8 | landing<br>11 | wallride<br>10 |

**LUC-E PRO 2002**

DESCRIPTION: John "Luc-E" Englebert's secret bike.

|                 |              |               |                |
|-----------------|--------------|---------------|----------------|
| air<br>11       | speed<br>12  | spins<br>11   | balance<br>12  |
| technique<br>12 | manuals<br>9 | landing<br>12 | wallride<br>11 |

**SPONSORS AVAILABLE TO BE UNLOCKED**

Standard, Brand X, Acclaim Max Sports, None, Base Brooklyn, Z-Axis



# rick moliterno

**DATE OF BIRTH:** January 2, 1965  
**HOMETOWN:** Davenport, Iowa  
**RESIDENCE:** Davenport, Iowa  
**NICKNAME:** Rick

**HEIGHT:** 6'2"  
**WEIGHT:** 205 lbs.  
**YEARS RIDING:** 29  
**YEARS PRO:** 20



## RIDER INFO

**FAVORITE TERRAIN:** Street, skate parks and trails  
**FAVORITE AIR TRICKS:** Lookback  
**FAVORITE GRIND:** Icepick Grind  
**MADE UP TRICK OR FUTURE ATTEMPTED TRICK:** Tailwhip Late 180 (or 540!)  
**BEST RIDE SPOT:** Street and Rampage Skate Park

**KNOWN FOR:** Tech mini and street... Reverts, Fakie tricks, etc.

**KEY INJURIES:** None... ever

**HOBBIES:** BMX racing

**SPONSORS:** Fox Racing, Standard Byke Co., Sun Rims

**QUOTE:** "You are the only person that can determine whether you are a success or not... No one else!"

## CAREER HIGHLIGHTS

Owning Standard Byke Company

## BIOGRAPHY

Rick Moliterno is the proud owner of one of the premier BMX bike companies in the country, Standard Bike Company. You can usually find Rick busting big moves at his favorite place to ride, Rampage Skatepark. Whether he's working his favorite terrains, Street, Park or Trails, Rick is always ready to accept any challenge.

Luckily for Rick, unlike most BMX freestylers, he has escaped any type of serious injury during his entire career. BMX racing is Rick's life. His love of the sport and hard-edged competitive style make Rick Moliterno one of the most exciting riders to watch today!

## SIGNATURE TRICKS

**Double Decade:** Left + Right + Left + Trick

## STANDARD CASHIOUS

DESCRIPTION: A rock solid starter bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>6       | speed<br>7   | spins<br>1   | balance<br>6  |
| technique<br>7 | manuals<br>4 | landing<br>7 | wallride<br>5 |

## STANDARD LENGTHY

DESCRIPTION: Upgraded components make for a slightly lighter but tougher bike.

|                |              |              |               |
|----------------|--------------|--------------|---------------|
| air<br>8       | speed<br>8   | spins<br>3   | balance<br>7  |
| technique<br>8 | manuals<br>6 | landing<br>8 | wallride<br>6 |

## STANDARD OX PLATINUM STA

DESCRIPTION: A stylish bike designed for one thing... to get serious air.

|                 |              |              |               |
|-----------------|--------------|--------------|---------------|
| air<br>10       | speed<br>10  | spins<br>4   | balance<br>9  |
| technique<br>10 | manuals<br>7 | landing<br>9 | wallride<br>7 |

## STANDARD AIR HARDENED STA

DESCRIPTION: Rick's signature bike and Standard's top-of-the-line model.

|                 |              |               |                |
|-----------------|--------------|---------------|----------------|
| air<br>11       | speed<br>11  | spins<br>5    | balance<br>10  |
| technique<br>11 | manuals<br>9 | landing<br>11 | wallride<br>10 |

## STA 2002

DESCRIPTION: Rick Moliterno's secret bike.

|                 |               |               |                |
|-----------------|---------------|---------------|----------------|
| air<br>12       | speed<br>12   | spins<br>9    | balance<br>11  |
| technique<br>12 | manuals<br>11 | landing<br>12 | wallride<br>11 |

## SPONSORS AVAILABLE TO BE UNLOCKED

Standard, Brand X, Fox Racing, Rampage Skatepark, Goodtimes, Sun Rims



## TRICK LIST

## air tricks

|                            |                                 |
|----------------------------|---------------------------------|
| <b>Turndown:</b>           | Left + Trick                    |
| <b>Can-can:</b>            | Right + Trick                   |
| <b>Tabletop:</b>           | Up + Trick                      |
| <b>Backflip:</b>           | Down + Trick                    |
| <b>superman:</b>           | Up/Right + Trick                |
| <b>Candy Bar:</b>          | Down/Left + Trick               |
| <b>Tailwhip:</b>           | Down/Right + Trick              |
| <b>Toboggan:</b>           | Up/Left + Trick                 |
| <b>Double Backflip:</b>    | Down + Down + Trick             |
| <b>Frontflip:</b>          | Up + Up + Trick                 |
| <b>Turndown Backflip:</b>  | Left + Down + Trick             |
| <b>Can-can Backflip:</b>   | Right + Down + Trick            |
| <b>Tabletop Backflip:</b>  | Up + Down + Trick               |
| <b>Toboggan Backflip:</b>  | Up/Left + Down + Trick          |
| <b>Superflip:</b>          | Up/Right + Down + Trick         |
| <b>Candy Bar Backflip:</b> | Down/Left + Down + Trick        |
| <b>Tailwhip Backflip:</b>  | Down/Right + Down + Trick       |
| <b>Decade:</b>             | Right + Left + Trick            |
| <b>No Footed Can-can:</b>  | Right + Right + Trick           |
| <b>Un-Turndown:</b>        | Left + Left + Trick             |
| <b>Double Tailwhip:</b>    | Down/Right + Down/Right + Trick |
| <b>Can-can Lookdown:</b>   | Left + Right + Trick            |
| <b>Candy Bar Lookdown:</b> | Left + Down/Left + Trick        |
| <b>superman Indian:</b>    | Up/Right + Up/Right + Trick     |
| <b>superman Tabletop:</b>  | Up/Right + Up + Trick           |
| <b>Can-can Tabletop:</b>   | Right + Up + Trick              |
| <b>Candy Bar Tabletop:</b> | Down/Left + Up + Trick          |
| <b>superman Tailwhip:</b>  | Up/Right + Down/Right + Trick   |
| <b>superman Toboggan:</b>  | Up/Right + Up/Left + Trick      |
| <b>Pendulum:</b>           | Right + Right + Trick           |
| <b>Can-can Tailwhip:</b>   | Right + Down/Right + Trick      |
| <b>Candy Can:</b>          | Down/Left + Right + Trick       |
| <b>Can-can Toboggan:</b>   | Right + Up/Left + Trick         |
| <b>Bar Hop:</b>            | Down/Left + Down/Left + Trick   |

## modifiers

|                           |                                    |
|---------------------------|------------------------------------|
| <b>Barspin:</b>           | Down + Modifier                    |
| <b>One Footer:</b>        | Left + Modifier                    |
| <b>One Hander:</b>        | Right + Modifier                   |
| <b>X-Up:</b>              | Up + Modifier                      |
| <b>X-Down:</b>            | Up + Up + Modifier                 |
| <b>Suicide No Hander:</b> | Down/Right + Down/Right + Modifier |

|                   |                                   |
|-------------------|-----------------------------------|
| <b>No Footer:</b> | Down/Left + Modifier              |
| <b>No Hander:</b> | Down/Right + Modifier             |
| <b>Nothing:</b>   | Down/Left + Down/Right + Modifier |

|                            |                                  |
|----------------------------|----------------------------------|
| <b>One Hand</b>            |                                  |
| <b>One Footer:</b>         | Right + Left + Modifier          |
| <b>One Hand X-Up:</b>      | Right + Up + Modifier            |
| <b>Switch Hander:</b>      | Right + Right + Modifier         |
| <b>No Footed X-Up:</b>     | Down/Left + Up + Modifier        |
| <b>One Footed X-Up:</b>    | Left + Up + Modifier             |
| <b>No Footed</b>           |                                  |
| <b>One Hander:</b>         | Down/Left + Right + Modifier     |
| <b>No Handed</b>           |                                  |
| <b>One Footer:</b>         | Left + Down/Right + Modifier     |
| <b>No Handed Barspin:</b>  | Down + Down/Right + Modifier     |
| <b>Barspin to</b>          |                                  |
| <b>Barspin Back:</b>       | Down + Down + Modifier           |
| <b>No Footed Barspin:</b>  | Down/Left + Down + Modifier      |
| <b>One Footed Barspin:</b> | Left + Down + Modifier           |
| <b>Indian:</b>             | Down/Left + Down/Left + Modifier |
| <b>Switch Footer:</b>      | Left + Left + Modifier           |

**Busdriver:** Down + Right + Modifier  
**Suicide Clapper:** Down/Right + Right + Modifier

## custom modifier tricks

Depending on how you have selected your Custom Modifiers prior to gameplay, these are additional modified tricks that are available to you. To determine the button combinations please refer to the in-game trick selection screen.

**Seat Grab**  
**Rocket Air**  
**Double Peg Grab**  
**One Handed Seat Grab**  
**No Footed Seat Grab**  
**No handed Seat Grab**  
**Double Seat Grab**  
**Rocket X-Up**  
**Crotch Rocket**  
**Rocket One Hander**  
**Rocket No Hander**  
**Rocket Barspin**  
**Rocket One Footer**  
**X-Up Seat Grab**  
**Barspin Seat Grab**  
**Crankflip**  
**Framestand**  
**Peg Grab**  
**Tire Grab**  
**Frame Grab**  
**Crotch Grab**  
**X-Up Crankflip**  
**Crankflip Seat Grab**  
**No Handed Crankflip**  
**Barspin Crankflip**  
**No Footed Crankflip**  
**One Footed Crankflip**  
**Rocket Crankflip**  
**Crankflip to**  
**Crankflip Back**  
**X-Up Framestand**

**Framestand Seat Grab**  
**One Handed Framestand**  
**No Handed Framestand**  
**Barspin Framestand**  
**One Footed Framestand**  
**Rocket Framestand**  
**Crankflip Framestand**  
**Surfer**  
**X-Up Peg Grab**  
**One Handed Peg Grab**  
**No Footed Peg Grab**  
**One Footed Peg Grab**  
**Rocket Peg Grab**  
**Crankflip Peg Grab**  
**Framestand Peg Grab**  
**X-Up Tire Grab**  
**One Handed Tire Grab**  
**No Footed Tire Grab**  
**One Footed Tire Grab**  
**Rocket Tire Grab**  
**Crankflip Tire Grab**  
**Double Tire Grab**  
**X-Up Frame Grab**  
**Seat Grab Frame Grab**  
**One Handed Frame Grab**  
**Barspin Frame Grab**  
**No Footed Frame Grab**  
**One Footed Frame Grab**  
**Rocket Frame Grab**  
**Crankflip Frame Grab**  
**Double Frame Grab**

## grinds

|                          |                    |
|--------------------------|--------------------|
| <b>Double Peg Grind:</b> | Grind              |
| <b>Smith Grind:</b>      | Left + Grind       |
| <b>Feeble Grind:</b>     | Right + Grind      |
| <b>Toothpick Grind:</b>  | Up + Grind         |
| <b>Icepick Grind:</b>    | Down + Grind       |
| <b>Lip Slide:</b>        | Up/Left + Grind    |
| <b>Luc-E Grind:</b>      | Up/Right + Grind   |
| <b>Crooked Grind:</b>    | Down/Left + Grind  |
| <b>Sprocket Grind:</b>   | Down/Right + Grind |

## stalls

|                          |                     |
|--------------------------|---------------------|
| <b>Double Peg Stall:</b> | Grind               |
| <b>Toothpick Stall:</b>  | Up + Grind          |
| <b>Icepick Stall:</b>    | Down + Grind        |
| <b>Nosepick Stall:</b>   | Up/Left + Grind     |
| <b>Tail Tap:</b>         | Down/Left + Grind   |
| <b>Disaster:</b>         | Left + Grind        |
| <b>Whiplash:</b>         | Left + Left + Grind |

## others

|                      |               |
|----------------------|---------------|
| <b>Fastplant:</b>    | Left + Stall  |
| <b>Walltap:</b>      | Right + Stall |
| <b>Wallride:</b>     | Up + Stall    |
| <b>Manual:</b>       | Down + Down   |
| <b>Nose Wheelie:</b> | Up + Up       |

# LEVEL MAPS

These level maps will provide you with all the information you'll need to locate the necessary items you need to find in order to complete your challenges. You'll also want to get down with the Pros in each level, so be sure to locate where your favorite riders can be found sessioning in each level.

Remember that these levels are huge. Be sure to explore every inch of your surroundings.° Everywhere you° turn you'll find opportunities for pulling outrageous tricks that will leave your competition in the dust!



# LEVEL #1 - WOODWARD CAMP





### non-playable character locations

1. Kenan Harkin  
(Amateur Challenge)
2. Ryan Nyquist  
(Pro Challenge)
3. Colin Mackay  
(Hardcore Challenge)
4. Leigh Ramsdell  
(Insane Challenge)

### challenge locations

5. 4 Ladders
6. Titanic Vert Ramp
7. Lot 8
8. Cloud 9
9. Woodward Trails 8-Pack
10. Outdoor Street
11. Cabins
12. Outdoor Rhythm  
Section

↔ Gaps  
9 Gap Challenges

## ΛΥΚΛ #2 - TRAINYARD





### non-playable character locations

1. Zach Shaw  
(Amateur Challenge)
2. Troy McMurray  
(Pro Challenge)
3. Mike Laird  
(Hardcore Challenge)
4. Luc-E  
(Insane Challenge)

### challenge locations

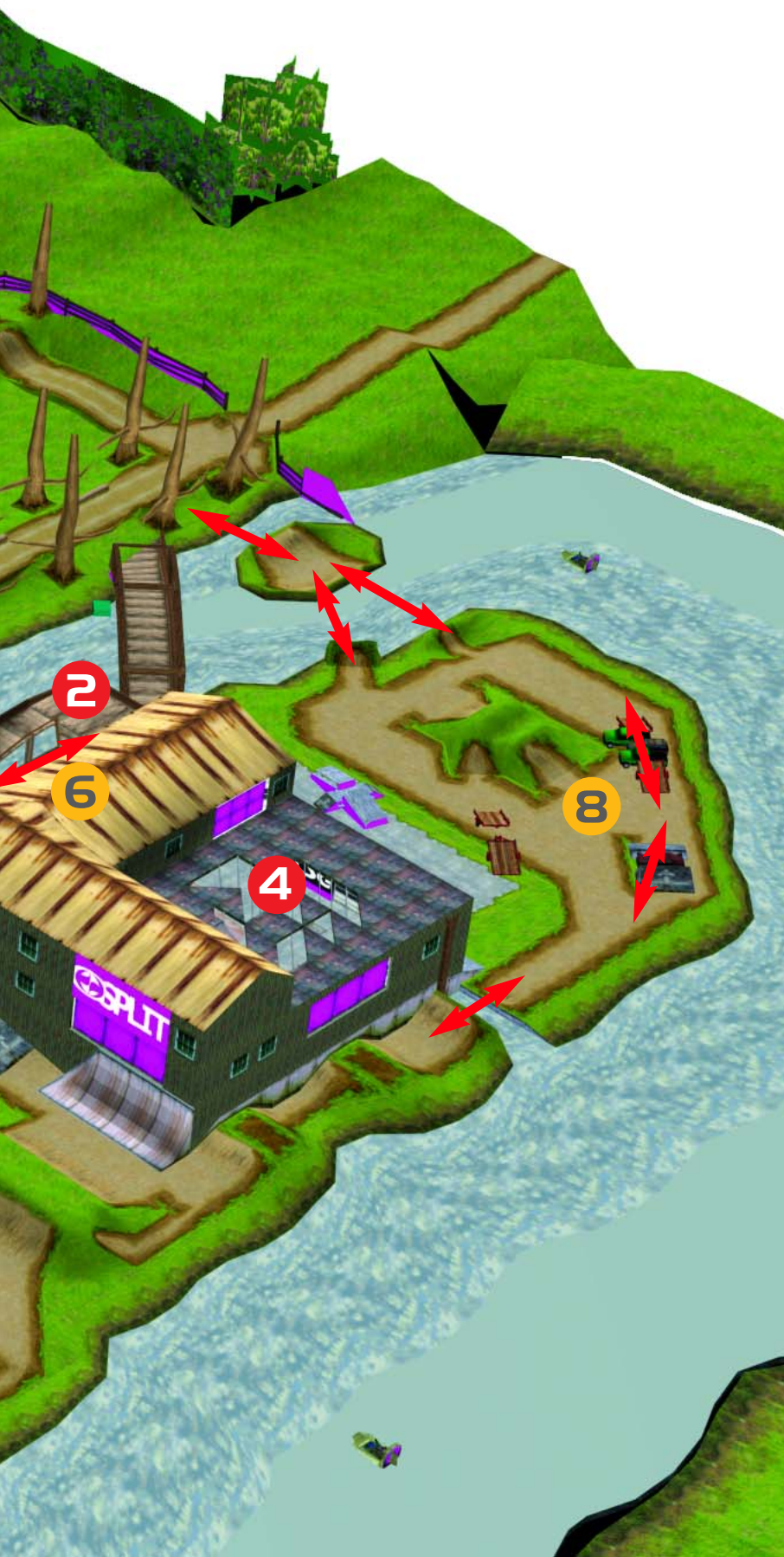
5. Canopies (Billboards)
6. Station
7. Huffy Train Car Track
8. Station Chandelier
9. Clock
10. Cargo Ships
11. Commuter Benches
12. Bulldozers

↔ Gaps  
23 Gap Challenges



# LEVEL #3 - SWAMP TRAILS






### non-playable character locations

1. Leigh Ramsdell  
(Amateur Challenge)
2. Joey Garcia  
(Pro Challenge)
3. Todd Lyons  
(Hardcore Challenge)
4. Ryan Nyquist  
(Insane Challenge)

### challenge locations

5. Glowing Tree Branches
6. Fanboat Garage
7. Upper 8-Pack
8. Trailers
9. Drawbridge  
Support Cable
10. Tree Canopies
11. Fanboat Grind Area
12. Bird Refuge Island

 Gaps  
17 Gap Challenges

# LEVEL #4 - COMMERCIAL DISTRICT





### non-playable character locations

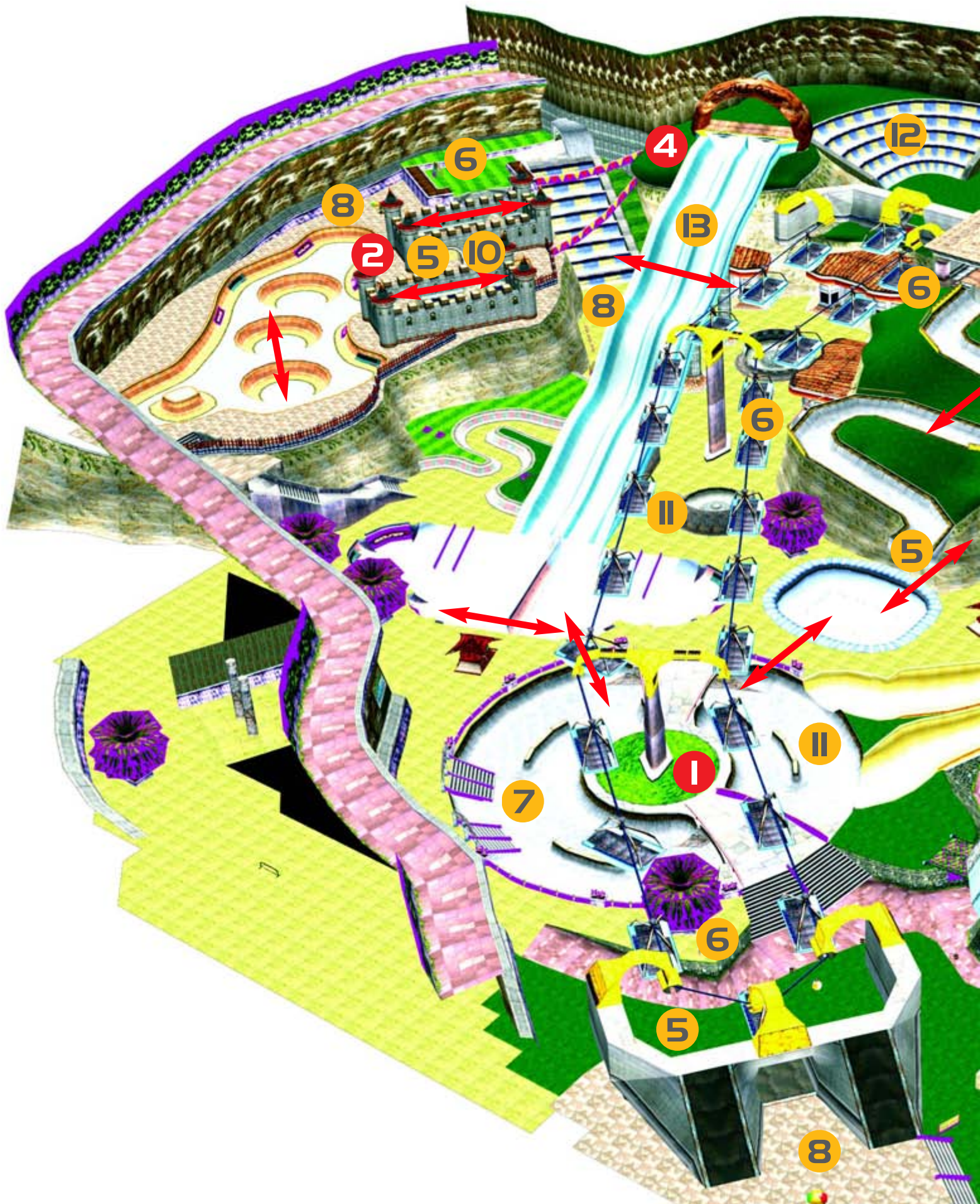
1. Rick Moliterno  
(Amateur Challenge)
2. Tim Mirra  
(Pro Challenge)
3. Troy McMurray  
(Hardcore Challenge)
4. Colin Mackay  
(Insane Challenge)

### challenge locations

5. Park Stone Wall
6. Walkway Support Arch
7. Madison Street
8. Lower Level  
Plaza Awnings
9. Walkway Rail –  
Support Arch
10. Construction Area
11. Washington Street
12. Skatepark
13. Pedestrian Overpass

←→ Gaps  
16 Gap Challenges

# ԼՆՎԼ #5 - GALLOON WATER PARK





### non-playable character locations

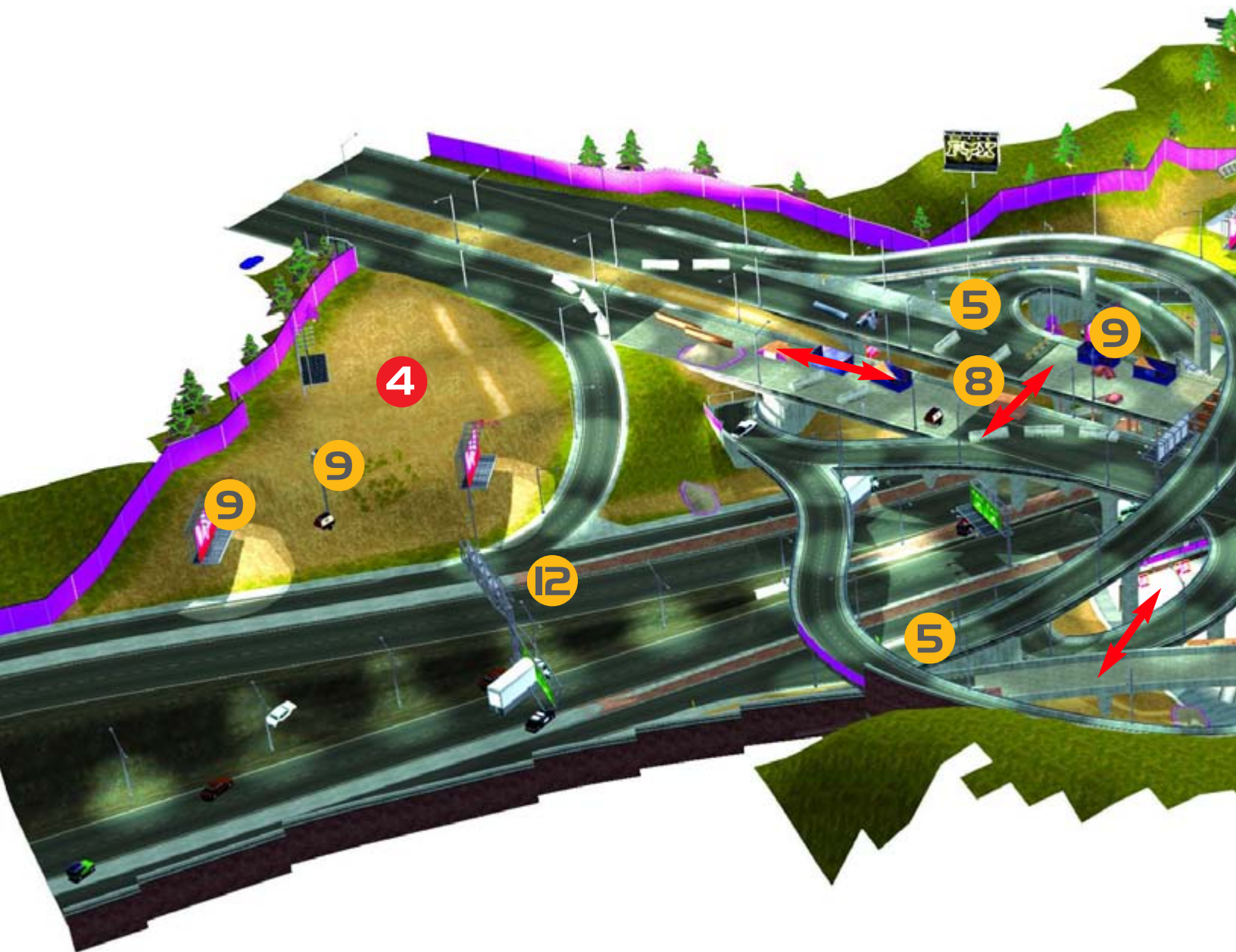
1. Leigh Ramsdell  
(Amateur Challenge)
2. Mike Laird  
(Pro Challenge)
3. Joey Garcia  
(Hardcore Challenge)
4. Todd Lyons  
(Insane Challenge)

### challenge locations

5. Beach Balls
6. Floor Signs
7. Iron Archway
8. Hot Dog Stands
9. Lower Walkway
10. Castle Bridges
11. Galloon Gondolas
12. Upper Fish Ladder
13. Typhoon Ride

↔ Gaps  
13 Gap Challenges

# ԼՆՎԷԼ #6 - HWY 47 CLOVERLEAF





### non-playable character locations

1. Rick Moliterno  
(Amateur Challenge)
2. Todd Lyons  
(Pro Challenge)
3. Luc-E  
(Hardcore Challenge)
4. Troy McMurray  
(Insane Challenge)

### challenge locations

5. Traffic Signs
6. Sewer Channel Hip
7. Skatepark
8. Dumpsters
9. Slim Jim Billboards
10. Concrete Park Bowl
11. Construction Gap
12. Road Signs
13. Off Ramp

↔ Gaps  
8 Gap Challenges

# LEVEL #7 - DEVIL'S PEAK





### non-playable character locations

1. Tim Mirra  
(Amateur Challenge)
2. Todd Lyons  
(Pro Challenge)
3. Ryan Nyquist  
(Hardcore Challenge)
4. Joey Garcia  
(Insane Challenge)

### challenge locations

5. Dinosaur Ribs
6. Dinosaur Teeth
7. Anvil Island
8. Rusty Mine Cars
9. Four Giant Boulders
10. Canyon Bottom
11. Mine Tracks
12. Mushroom Pillar

←→ Gaps  
18 Gap Challenges



## LEVEL #2 - AIRPORT PARKING





### non-playable character locations

1. Scott Wirch  
(Amateur Challenge)
2. Luc-E  
(Pro Challenge)
3. Kenan Harkin  
(Hardcore Challenge)
4. Mike Laird  
(Expert Challenge)

### challenge locations

5. Package Bombs
6. Third Floor Ramp
7. Baggage Carrousel
8. Wing Sculptures
9. Hangar Doors
10. Rest Area
11. Hanging Plane Sections
12. Helicopters

←→ Gaps  
11 Gap Challenges

# PARK EDITOR

You're only limited by your own creativity. Dave Mirra Freestyle BMX 2 sports a Park Editor that allows you to make the BMX park they've always dreamed about. Learn how to best utilize the Park Editor to create unique BMX environments. Then challenge yourself to a great session on your own personal track!





The Park Editor feature is one of the coolest new additions to Dave Mirra Freestyle BMX 2. Now you have the opportunity to create your own unique BMX environment! Knowing the ins and outs to building your customized Park will greatly enhance your BMX experience!

Once in the Park Editor mode you can either create a new park, load a previously saved park or clear any previously saved park. Should you select New Park you will come to the Theme Select screen, where you can choose from the available themes. Some themes will be locked until you win the required competitions in the Proquest mode to unlock them. Now it's time to get the construction underway!

At the heart of the Park Editor is the Main Tool Bar. This is where you can select any editor pieces from categories like Ramps, Quarter Pipes, Lights, and Roll-ins. You can also select the Terrain Tool, Gap Tool and Rail Tool along with the piece categories on the toolbar. The Terrain Tool is automatically selected when you enter the construction phase. Along with the Terrain Tool, there are 20 categories you can select from. They include: Roll-Ins, Stairs, Jump Boxes, Bridges, Props, Start Points, Quarter Pipes, Ramps, Sub Boxes, Bonus Pieces, Lights, Gap Tool, Spines, Kickers, Fun Boxes, Dirt Jumps, Specialty Rails, Rail Tool.

Actual basic construction consists of Placing, Rotating, Deleting and Copying selected pieces. The Placement Button confirms placement of a selected piece. The Rotate Button allows you to

turn your selected piece in four different directions. You can delete any piece or section you do not like. Using the Copy Button is easy. You can use it to move big sections of your custom park. Press and hold the Copy Button, then use the Directional Pad while holding the Copy Button to highlight the area of the park that you would like to copy. Then release the Copy Button and use the Directional Pad to move the copied section of the park to an area where you would like to place it. Then just press the Place Button to place the copied section of the park. To know which buttons operate the Place, Rotate, Delete and Copy functions, please refer to your game's owner's manual.

The Park Editor has a built-in feature that will not allow you to place a selected piece over an incompatible piece (such as putting a pipe over a rail). The selected piece(s) will turn red indicating that the action is illegal and the selected piece cannot be placed.

The Terrain Tool is one of the cornerstones to creating a park. You can select single or multiple grid spaces and alter the elevation in one-meter increments. The Terrain Tool can edit terrain that has geometry constructed on it while retaining the constructed pieces. Additionally, multiple spaces at different elevations can be selected in the same selection set. You can move the terrain altitude anywhere from 0 to 30 meters. When you are raising or lowering large sections of differently elevated terrain, you can raise the terrain until the tallest point reaches an altitude of 30 meters, and lower it until the lowest section of the terrain is at 0 meters. The maximum height is determined by the elevation of the highest piece in the selection set.





Selecting the Gap Tool allows you to "tag" a start and end point for a point bonus gap. Once the gap is marked, the Gap Name overlay expands from beneath the toolbar. You can select from seven different levels of point bonuses, with names such as SIMPLE, EASY MEDIUM, HARD, VERY HARD and INSANE.

The Rail Tool is where the park is fine-tuned. Hundreds of unique rails can be constructed on flat grid space or on top of other pieces. You need only to select the Rail Tool and move the cursor onto any piece or a flat grid space. Once you have found a suitable location for your rail, move the rail over the space and press the Rotate Button. The rail will rotate either on the ground, or it will cycle through the different positions that it can be placed on the selected piece. Low rails are the default rail objects, but you have the option of selecting between low and high rails, as well as low and high walls.

In addition to the toolbar, an informational overlay bar appears at the bottom of the screen. Above the button call-outs, a text window appears that contains context-sensitive help text, displaying information and tips on whatever piece or category is selected at the time.

The Park Editor also has a Limit Bar. When no more pieces can be placed the bar is full. You will have to delete some pieces at this point in order to place new ones. The Rail Tool and the Gap Tool do not use the limit bar.

The pause menu provides access to the Test Play and Save features. You have unlimited time to play and trick scores are not displayed.

Pressing the analog stick controls the camera, creating your own custom view of your park during construction. You can adjust the vertical and horizontal angles of your view as well as smoothly zoom the camera in and out if you wish.

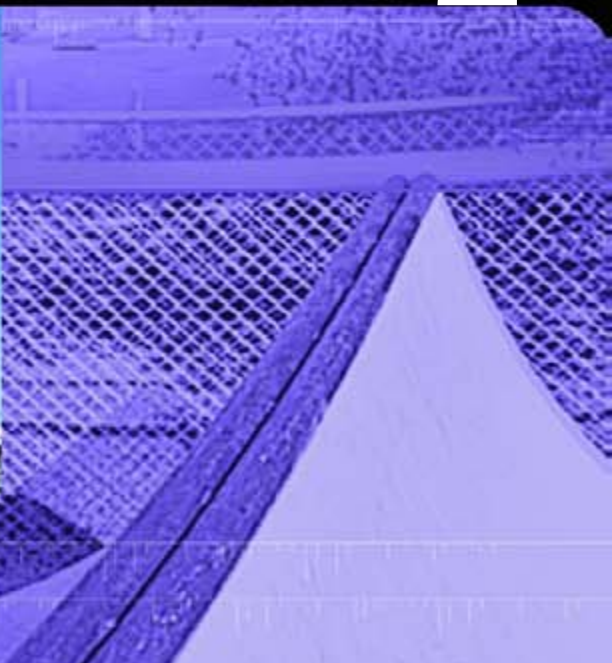
Any park can be loaded through the Session or Freeride Level Select menu. Records can be saved at the end of the Park Editor game as well. If you have ridden in Session mode and want to save the records from the session, the data of the park will be copied from the game disc onto your memory card.

Last but not least, if you would like to relive those great moments busting moves on your custom track, you can replay the action from a number of different angles!



# MULTI-PLAYER GAMES

It's time to go head-to-head against your best buddy to determine who is the king of the BMX multiplayer contests. Choosing any of these 13 awesome games will push your freestyle skills to the limit! You better be prepared to pull some huge combos, super spins and ultra-long grinds if you want to survive! Remember... practice makes perfect so don't come here unprepared!





## I. BEST RUN

Compete for the best score over a set time limit. Explore and use the entire level for maximum points.

Every level offers great places to max out your best run potential. Once you have familiarized yourself with your environment you will know where opportunity knocks. However, the best way to win the Best Run competition is to find a half pipe that you are comfortable with, and stay there! This way you can concentrate on pulling tricks rather than simply riding and jumping.

To maximize your score, ride back and forth in the half pipe pulling tricks on every jump. Remember performing the same trick more than once will cause you to get fewer points, so you must perform a variety of tricks in order to build up your highest potential score. You'll get more points if you perform combos, so land into manuals as often as you can. Be sure to land the trick set, and at all costs... don't crash!



## 2. HIGH FIVE

A best-of-five series to see who can do the biggest single trick in 30 seconds.

You have five opportunities to pull off your biggest trick possible, each in just a 30-second timeframe. This may not seem like much time to accomplish your mission but there is a way to bust out a big score and squash your competition.

Here's a great way to win the High Five battle. Use the first 25 seconds to find an area where you can build up some speed, and use the last 5 seconds to perform your trick. To get the most points out of your jump, perform a trick, add a modifier, and hold it for the entire jump. Try modifying your tricks with modifiers that contain multipliers, such as Barspins and Crankflips. These modifiers will add the most to your score. Spending most of your allotted time finding your spot and building up speed may seem like a risky maneuver, but the rewards will greatly outweigh the risk, and again... don't crash!



## 3. B-M-X

The classic basketball game adapted for BMX. One player does a trick, and the other must match it or get stuck with a letter. The first player to spell out the word loses.

Just like in the classic basketball game, winning the B-M-X competition requires that you perform

a trick that will leave your competitor scratching his or her head.

In addition to your talents using the special Trick Modifier Button, confusion may be your best ally here.

Here's a great way to beat your B-M-X competition opponent. Try doing tricks that require more than one directional button. Decades or Backflip variations are perfect examples. Then adding modifiers of the same sort, such as Indians or Suicide Clappers. These should be enough to bewilder your opponent into earning those dreaded three letters.



## 4. RANDOM SPOT



Best single tricks at five randomly chosen spots in the level. A 15-second time limit means you will have to be quick. The winner is the one with the highest total score at the end of five rounds.

Getting to know all the levels in Dave Mirra Freestyle BMX 2 will greatly improve your chance of winning the Random Spot competition. Knowing where you're going is definitely important, so you can quickly spot where you are.

Ride to the nearest half pipe, and build up as much speed as you can. Then pull off the highest scoring single trick that you can. Using the same strategies as the High Five competition for pulling off high scoring tricks will put the pressure on your opponent.

## 5. WIPEOUT

Each rider gets three chances to eat it. See who can inflict the most bodily harm in a single crash.

What fun is riding, jumping, grinding and grabbing big air without the occasional monster wipeout? Here's your chance to show the world what you've got when it comes to potential self-destruction!

Each massive level is filled with potential pitfalls that are just perfect for taking a big header. Dropoffs in particular are always refreshing! Plus the potential exists to interact with your various environments and the potential threats they offer. Autos, trains, coal cars, helicopters are just a few of the moving targets that can greatly increase your crash potential. So put your skills to the test and have a little fun with this one!



## 6. LONGEST GRIND

Three chances to see who can hold a grind the longest. Top grind wins it.

Grinding is a wonderful thing! Now it's time to see if you can keep up with the competition and pull off the longest grind possible. Again, each level offers potentially great long grind areas, so familiarize yourself with all the available areas.

Try this strategy for winning the Longest Grind competition. Locate an area that has a long downhill rail. Ride to the top of it, and grind your way all the way down to victory. The best grind to perform for this competition is the Double Peg Grind. The Double Peg Grind is the easiest grind for judging your balance enabling you to hold it longer and easier than any other grind. Give it a shot!



## 7. HIGHEST WALLTAP

Try to get the highest Walltap in three attempts. Best tap wins. Use the level to your advantage.

Love to Walltap? Here's your chance to shine! The trick here is to find the best area that offers the most potential for getting the highest altitude possible. Once again, knowing the layouts of the various available levels will work to your advantage.

Here's a great tip. Try to find a half pipe with a tall extension. Ride the half pipe to get as much height as you possibly can then Walltap as high up as you can. If you can't find a half pipe with

an extension, look for one with a nearby wall. Ride the half pipe, then transfer out of the half pipe towards the wall and try to Walltap the wall at the peak of your jump. Sounds simple right? Give it a try!



## 8. BIG AIR CONTEST

Three chances to see who can get the biggest air. Each run lasts 30 seconds.

Grabbing big air is one of the most exciting feats of freestyle BMX. The potential for big air exists in tons of places within each and every level. However, to maximize your true big air talents there are a few things you must remember.

The only place to really win the Big Air competition is in a half pipe. To come out on top of the Big Air competition simply drop into the half pipe and get as much air as you can. Landing into a manual will boost your speed, so execute manuals as much as you can without falling to max out your big air!





## IQ. SUPER SPIN CONTEST

Let the ultimate spin-master step forward. In 30-second runs, go for the biggest spin possible. Top spin gets it.

Prove yourself worthy of the title of Spin-master! As in many of the contests, grabbing big air will be essential to maximizing your spin potential, so many of the same rules that apply to winning the Big Air competition apply here.

Treat this just as you would the big air contest. Ride to the nearest half pipe, and get as much air as you can. The more air you get, the more spins you will be able to perform. Holding the Spin Button before you jump will ensure that you begin your spin as early as possible. Try to spin as much as you can while still landing the jump. Once again, be aware of your angle on landing. A crash here would not be a good thing!



## Q. HUGE COMBO CONTEST

Try to get the biggest combo by linking together as many tricks as possible. Three attempts each.

Now it's time to show what you know when it come to putting together those big combo trick sets. Again, knowing the layouts of your levels is important, but unlike some of the other multiplayer competitions, utilizing that half pipe may not be the best way to go.

Here's a great way to out-class the competition. Manuals and grinds should be used as often as possible to keep your trick sets alive. Try to find a good line that will allow for easy manuals and grinds. Usually a small ramp park within the level is the best place to perform your trick set. They almost always have a plethora of ramps and grindable edges needed to keep your trick set going. Bust out a big combo and leave your opponent in the dust!



## II. FURTHEST JUMP

Who can jump the furthest? Find a good launch spot and see who can cover the most distance in the air. Three chances. Top jump gets it.

Winning the Furthest Jump competition can be accomplished in a number of different ways and different areas found throughout the various available levels.

Select the jumping style that you are most comfortable with and go for it! Here are a few ways to accomplish your goal.

There are a number ways to jump far. You can try to find a long downhill slope that leads to a ramp. Then use the slope to build up your speed and launch yourself off of the ramp as far as you can. You can also try to find a cliff and jump as far out off of the cliff you can. If you cannot find either of these type areas, ride to a half pipe, get as much height as you can, transfer up and over the half pipe and get as much distance as you can.



## 12. LONGEST MANUAL

See how your balance skills stack up by going for the longest Manual. Three chances each.

You've been tested with Big Air, Super Spin and Huge Combo contests. Now it's time to test your ability to balance and stay on your bike! Here are a few tips to help rack up a mean score and manual your opponent right out of the contest.



Find a smooth downhill area and zigzag back and forth down the hill. By doing this you will be covering as much distance as you can while still riding downhill. If you reach a dead end while performing your manual, try to jump or grind into another area where you can continue. Just remember when you lose your balance, do so by allowing the balance bar to reach the top of the meter. If the bar reaches the bottom of the meter, you will fall. Give it a shot!

## 13. LONGEST NOSE WHEELIE

The Nose Wheelie requires the balance of a master gymnast. Find out who is the true master in this competition.

Once again balance is the name of the game when it comes to the Nose Wheelie competition. Knowing the trick to pulling the longest Nose Wheelie is pretty simple if you know just a few things. And here they are...

Nose Wheelies normally cause you to lose a great amount of speed because you are landing on your front wheel. To prevent this, jump into the air, perform a 180° spin, and perform the Nose Wheelie. Because of the 180° spin, the Nose Wheelie will behave exactly like a normal manual, thus causing you to lose very little speed, making the wheelie much easier to hold. Got the idea? Pretty simple huh?



# HINTS & TIPS



Strategy is the key to any video game or any BMX ride. So you are going to need a lot of it here. Be sure to read up on all the cool stuff that will earn you respect, gain you sponsors, unlock secret riders and items, and bring you the Gold Medals in BMX competitions.



## GENERAL TIPS FROM TIN GUERRO GAME DESIGNER

- Ally-oop Grinds (backward grinds) are worth more than regular grinds. To pull this off, pick out your grind spot, jump a bit earlier than usual, spin 180 degrees and hit the Grind Button.



- Use the Trick List, accessible from the in-game pause menu, to see a list of all the tricks you HAVE done (indicated in bright, bold lettering) and all the ones you HAVEN'T. The button sequence to pull each trick on this list is shown to help you complete the entire basic list of tricks. By using the Custom Modifiers and stringing together multiple tricks you can pull off over 1,500 unique moves.
- In the competitions you have to adjust your runs. Don't necessarily go for the highest score, but try to impress the discerning judges. They are looking

for balanced runs that show mastery of all schools of riding such as burliness for big transfers; technique for grinds, stalls and manuals; skill for lots of unique air tricks even lines to see if you have taken advantage of all terrains in the level. And of course, don't crash! Or, at the very least, try to minimize your crashes.

- When pulling bigger air tricks, try throwing in smaller, quick modifiers (like Barspins and X-Ups) going into the bigger air tricks and coming out of them. This means bigger points via the trick modifier.



- When landing on uneven ground, orient your bike so that it faces downhill to boost your chances of pulling off a clean trick.
- To get big air consistently, hang out in a bowl or halfpipe area and jump over and over, keeping an eye on your height indicator reading. The higher you go, the more you do right. Figure out your timing and other factors that contribute to big air.



- To exit bowls and quarterpipes remember to release the Jump Button (when your back tire is at the lip of the ramp) while holding Up on the Directional Pad.

## GENERAL TIPS FROM ACCLAIM QUALITY ASSURANCE DEPARTMENT AND THE AUTHOR

- Remember you can review your progress on any of your level challenges during gameplay by pausing the game and selecting View Challenges.
- Having problems maneuvering. Remember you can hold down the Down Button on the Directional Pad to come to a complete stop. Then you can face your rider in any direction and start riding. Master the skidding stop to increase your maneuverability throughout the game.
- Holding the Up Button on the Directional Pad at the lip (top of the ramp) will help you transfer, or get over the top.
- Make sure you are landing on flat surfaces or flush with the ground. Bad angles will cause bad burnout.
- Be careful of Disasters. Lean away from the edge and jump out of them slowly. It's easy to crash.



- Disasters don't kill a trick. Pull another trick after getting out of a Disaster.

- If you find yourself going in the wrong direction, simply press the Down Button or go into a skid to stop and turn your rider around in the direction you want to go.



- Be careful of tricky edges with drop offs, funny angles or corners, since they can cause a bad fall.
- In Competitions, be sure to use as much of any given level as possible. No matter what your score, if you don't use Grinds, Manuals and Modifier tricks, you don't stand a chance of taking home the Gold Medal.
- Manuals can be done easily on sloped terrain, so use them often. They will boost your trick set scores, and they will give you a speed boost to help you keep your trick set alive.



- When jumping on quarter pipes, try not to land into a grind. Landing into a manual or landing normally will help you to keep your speed, allowing you to follow up your jump with better trick sets.

- To guarantee a high score in your Level Competitions, here are a number of things you should keep in mind when doing your runs. Try to score the following: 10 grinds, 5 stalls, 6 manuals and 25 unique modifiers. In addition, try to cover at least 65% of the entire level during the course of your run. An important thing to remember is that if you string together a huge trick set as you move through different areas of the level it will NOT count as using the

entire level. One-off tricks covering as much of the level as possible will count towards your level coverage score. To win a medal you'll have to get at least 110,000 points during your run. Fastplants, Walltaps and Wallrides count as stalls.

- Although performing these maneuvers will not guarantee you a Gold Medal, you're sure to find yourself closer to the top each and every time!

## CHEATS

Here are some great cheat codes!

All cheats are implemented on the main menu!  
This is also indicated as a trick tip in the game!

## rider movies

### Dave Mirra -

Left, Left, Up, Right, Up, Left Up, Up, Trick

### Ryan Nyquist -

Left, Left, Down, Right, Down, Right, Up, Down, Trick

### Troy McMurray -

Left, Left, Left, Down, Up, Right, Up, Left, Trick

### Mike Laird -

Left, Left, Right, Up, Up, Right, Up, Right, Trick

### Tim Mirra -

Left, Left, Right, Up, Down, Left, Down, Up, Trick

### Kenan Harkin -

Left, Left, Left, Left, Right, Right, Down, Down, Trick

### Leigh Ramsdell -

Left, Left, Down, Down, Left, Right, Down, Left, Trick

### Joey Garcia -

Left, Left, Up, Up, Down, Right, Down, Trick

### Rick Moliterno -

Left, Left, Up, Down, Right, Left, Left, Up, Trick

### Todd Lyons -

Left, Left, Down, Up, Up, Right, Left, Down, Trick

### John "Luc-E" Englebert -

Left, Left, Left, Right, Up, Up, Left, Left, Trick

### Scott Wirch -

Left, Left, Right, Up, Up, Up, Left, Right, Trick

### Colin Mackay -

Left, Left, Right, Right, Down, Down, Right, Up, Trick

### Zach Shaw -

Left, Left, Left, Right, Left, Down, Right, Down, Trick

## competition outfits

### Dave Mirra -

Up, Down, Up, Down, Right, Left, Up, Up, Trick

### Ryan Nyquist -

Up, Down, Down, Left, Down, Up, Up,  
Down, Trick

### Troy McMurray -

Up, Down, Left, Down, Right, Left, Up, Left, Trick

### Mike Laird -

Up, Down, Right, Left, Right, Up, Up, Right, Trick

### Tim Mirra -

Up, Down, Right, Left, Left, Up, Down, Up, Trick

### Kenan Harkin -

Up, Down, Left, Down, Left, Up, Down, Up, Trick

### Leigh Ramsdell -

Up, Down, Down, Left, Down, Down, Down,  
Left, Trick

### Joey Garcia -

Up, Down, Up, Left, Down, Right, Down, Right,  
Trick

### Rick Moliterno -

Up, Down, Up, Up, Up, Up, Left, Up, Trick

### Todd Lyons -

Up, Down, Down, Right, Up, Left, Left, Down,  
Trick

### John "Luc-E" Englebert -

Up, Down, Left, Down, Left, Right, Left, Left, Trick

### Scott Wirth -

Up, Down, Right, Up, Down, Right, Left, Right,  
Trick

### Colin Mackay -

Up, Down, Right, Down, Up, Right, Right, Up,  
Trick

### Zach Shaw -

Up, Down, Left, Right, Down, Down, Right,  
Down, Trick

## all bikes

### Dave Mirra -

Down, Down, Up, Right, Up, Right, Up, Up, Trick

### Ryan Nyquist -

Down, Down, Down, Down, Down, Right, Up,  
Down, Trick

### Troy McMurray -

Down, Down, Left, Down, Right, Left, Up, Left,  
Trick

### Mike Laird -

Down, Down, Right, Left, Down, Up, Up, Right,  
Trick

### Tim Mirra -

Down, Down, Right, Left, Down, Right, Down,  
Up, Trick

### Kenan Harkin -

Down, Down, Left, Up, Down, Right, Down,  
Down, Trick

### Leigh Ramsdell -

Down, Down, Down, Up, Left, Left, Down, Left,  
Trick

### Joey Garcia -

Down, Down, Up, Right, Left, Left, Down, Right,  
Trick

### Rick Moliterno -

Down, Down, Up, Left, Right, Right, Left, Up, Trick

### Todd Lyons -

Down, Down, Down, Down, Left, Right, Left,  
Down, Trick

### John "Luc-E" Englebert -

Down, Down, Left, Up, Left, Up, Left, Left, Trick

### Scott Wirth -

Down, Down, Right, Up, Down, Down, Left,  
Right, Trick

### Colin Mackay -

Down, Down, Right, Right, Right, Right, Right Up,  
Trick

### Zach Shaw -

Down, Down, Left, Down, Up, Right, Right,  
Down, Trick



## signature tricks

### Dave Mirra –

Left, Right, Up, Up, Left, Right, Up, Up, Trick

### Ryan Nyquist –

Left, Right, Down, Down, Down, Up, Up, Down, Trick

### Troy McMurray –

Left, Right, Left, Left, Up, Down, Up, Left, Trick

### Mike Laird –

Left, Right, Right, Right, Left, Right, Up, Right, Trick

### Tim Mirra –

Left, Right, Right, Up, Down, Up, Down, Up, Trick

### Kenan Harkin –

Left, Right, Left, Down, Up, Down, Down, Down, Trick

### Leigh Ramsdell –

Left, Right, Down, Left, Left, Right, Down, Left, Trick

### Joey Garcia –

Left, Right, Up, Right, Down, Up, Down, Right, Trick

### Rick Moliterno –

Left, Right, Up, Up, Up, Down, Left, Up, Trick

### Todd Lyons –

Left, Right, Down, Down, Left, Right, Left, Down, Trick

### John "Luc-E" Englebert –

Left, Right, Left, Left, Down, Up, Left, Left, Trick

### Scott Wirth –

Left, Right, Right, Right, Up, Down, Left, Right, Trick

### Colin Mackay –

Left, Right, Right, Up, Left, Right, Right, Up, Trick

### Zach Shaw –

Left, Right, Left, Down, Left, Up, Right, Down, Trick

## all other codes

### Unlock Mike Dias –

Up, Left, Down, Right, Right, Left, Up, Down, Up, Right, Trick

### Unlock Amish Guy –

Up, Left, Down, Right, Right, Left, Left, Down, Up, Left, Trick

### Unlock all bikes –

Up, Left, Down, Right, Down, Down, Right, Down, Down, Left, Trick

# LEVEL WALKTHROUGHS

Here is the ultimate part of this guide. This walkthrough section will help you master each and every challenge the Proquest and Competition modes have to offer. You'll learn the ins and outs to getting them done correctly, earning you big scores and tons of respect. And respect is something we can all use! Read on and get the inside edge that will put you at the top.



photos courtesy of DC Shoes/Carl Hyndman



# WOODWARD CAMP

Woodward Camp is the first level and unlike the first game which segmented this BMX mecca into 4 separate, smaller levels Dave Mirra Freestyle BMX 2 will feature the entire Woodward Camp in one playable level. This monstrosity of a course includes the Titanic ramps, Lot 8, the dirt rhythm jumps and even Woodward's go-cart track. Ever grind a moving go-cart before?

## Level #1 - WOODWARD CAMP (5,000 Respect points Available)

Jump All Gaps

Earn 1,000 Respect Points

### CHALLENGES

Complete Rookie Challenge

Earn 50 Respect Points

Access Trick Tip

Complete 4 Amateur Challenges

Earn 400 Respect Points

Unlock Trainyards

Complete 4 Pro Challenges

Earn 800 Respect Points

Access New Sponsor

Complete 4 Hardcore Challenges

Earn 1,000 Respect Points

Unlock Colin Mackay's

Signature Trick

Complete Insane Challenge

Earn 500 Respect Points

Unlock Cheat

### COMPETITION

#### Take 3rd Place in Competition

Earn 150 Respect Points

Unlock Trainyards Competition

#### Take 2nd Place in Competition

Earn 450 Total Respect Points

Unlock Trainyards Competition

Unlock Secret Park Editor Theme

#### Take 1st Place in Competition

Earn 1,250 Total Respect Points

Unlock Trainyards Competition

Unlock Secret Park Editor Theme

Unlock Secret Park Editor Piece

## rookie challenge

Clear 10,000 points in a single run.

As the first challenge in the Proquest mode, clearing 10,000 points is definitely entry level acrobatics. This challenge can be done right from where you start off, so you don't even have to leave the first half pipe area! Simply drop down into the half pipe below, and ride it back and forth performing tricks during each jump. Remember for the biggest air release the Jump Button as close to the lip of the quarter pipe as possible.



# Amateur challenges

1. Knock over four ladders.
2. Get over 25 feet of air in the Titanic Vert Ramp.
3. Transfer over the Titanic Vert Ramp Channel.
4. Kenan Harkin Challenge – Clear the glowing jumps at the Woodward Trails 8-pack.

## Knock over four ladders.

Your first Amateur Challenge is quite easy. The trick here is finding the locations of the four ladders and getting to them within the allotted amount of time. To knock over the four ladders all you have to do is ride into each of them. To find the locations of the ladders, refer to the map of Woodward Camp. Locate each of them on the map and familiarize yourself with the best possible routes for getting to them. You'll find one against the Playground, one leaning on the roof of one of the cabins, one on the pool leaning against the Egypt building, and the last resting against the Morton building.

To knock over the ladders be sure to make contact with them. It doesn't matter if you grind them, jump on them or ride right through them. Just make contact and head for the next one. The ladders will be flashing a green color to help you locate them.

## Get over 25 feet of air in the Titanic Vert Ramp.

Your second Amateur Challenge is also simple to perform. Getting over 25 feet of air on the Titanic Vert Ramp shouldn't take too much time at all! Again, this challenge will be executed in the same area where you defeated the Rookie Challenge. You start out on top of a roll-in dropping down into the Titanic Vert Ramp. Start riding down the roll-in, and then hold the Jump Button. The roll-in will give you the needed momentum for the 25 feet. Then release the Jump Button at the lip of the ramp and you should have enough air to clear the 25-foot mark.

To know how much air you are getting, be sure to keep your eye on the on-screen height meter. This will let you know how high you've gotten. You will also receive an on-screen display indicating that you have achieved your goal.

## Transfer over the Titanic Vert Ramp Channel.

Transferring over the Titanic Vert Ramp will begin to test your freestyle skills. The ramps that you must start and finish on will have a green glow to them. To transfer over the Titanic Vert Ramp Channel, ride down the roll-in to the Titanic. You will need to come at the ramp from an angle, so take a few shots at positioning yourself correctly to execute the move.

You will find the channel in the middle of the quarter pipe between the glowing ramps. To transfer over the channel angle your bike to the right so you can jump up and over the gap in the middle of the quarter pipe. Unless you are already skilled at maneuvering your BMX rider, this challenge will probably take you a number of attempts to complete.





### Kenan Harkin Challenge – Clear the glowing jumps at the Woodward Trails 8-pack.

Your first rider challenge comes from Kenan Harkin. He's been sessioning up at the top of the Woodward Trails 8-pack. Now that you've located him, it's time to see if you can meet his challenge.

To clear the jumps in the Woodward Trails 8-pack, ride to the top of Woodward Trails. There you will find a wooden ramp leading to a platform. Go to the top of the wooden platform, and then ride down the hill while holding the Jump Button.

Release the Jump Button when you are almost to the top of each of the 8-pack jumps. If you release the Jump Button too early, you will not get enough distance to clear the jump. On the other hand, if you press it too late, you will over shoot the jump and land on the next one. Again, practice and timing will get you through Kenan's challenge.

## pro challenges

1. Grind the four Lot 8 doors open.
2. Pull a 360 spin anywhere.
3. Bust out a 5,000 point trick set score.
4. Ryan Nyquist Challenge – Manual the picnic bench in the outdoor street.

### Grind the four Lot 8 doors open.

If you haven't done so already, locate the Lot 8 building on the level map. Your job here is to open the Lot 8 doors by grinding the glowing rails. Here is a good opportunity to work on your grinding skills because later challenges will demand grinding perfection!

Grinding the Lot 8 doors is fairly simple. Remember you only have a certain amount of time to grind them all or you will have to start over again. To grind the Lot 8 doors open, you must ride to the Lot 8 building, then jump up onto each of the rails that run alongside the Lot 8 doors. Once you near the rails simple jump and press the Grind Button to grind them open.

### Pull a 360 spin anywhere.

This challenge will help you familiarize yourself with the art of the spin. Again, these early challenges act as teaching tools for the demands that will be put upon you later in the Proquest mode. Practice your spins and you should have no problem accomplishing this challenge. Besides, it's only a 360 spin. What until you see what's in store for you later!

To pull a 360 you really don't need much air. Ramps are the best place to accomplish this challenge. Just go to any ramp, and jump off of it while holding the Spin Button. Your on-screen display will let you know how many rotations you have achieved. Release the Spin Button after you have completed the 360 and presto!

### Bust out a 5,000 point trick set score.

Things are beginning to heat up! Now is the time to work on developing your trick set. Again, knowing the best way to string tricks together will come in handy later on as the trick set point values you must reach continue to climb.

To pull a 5,000-point trick set, you must use the manual. The manual will become one of your best friends as you proceed through your challenges.



To begin, jump off of a ramp and perform any trick. Then before you land, press down on the d-pad twice so that you land into a manual. Hold that manual until you can get to another ramp. Once you've successfully reached another ramp, ride up that ramp while still in the manual. Jump off the ramp into another trick. Repeat this as many times as necessary until your trick set score reaches 5,000 points.

### Ryan Nyquist Challenge – Manual the picnic bench in the outdoor street.

Your Pro Challenge comes from Ryan Nyquist. Now that you have mastered the manual, this challenge should be a piece of cake. There is a picnic table located in the Outdoor Street Park. You'll have to jump up and manual across the picnic table. Refer to your level map for its location.

To manual the picnic bench, ride to the Outdoor Park next to the Titanic. Then ride up the small ramp next to the picnic table. Jump off of the ramp and land into a manual on the table. Be sure to watch your balance in your manual so you don't crash. You can see how you are balancing by watching the on-screen indicator which appears each time you enter a manual. Again, knowing how to perform manuals will bring you greater rewards as you progress.



## Hardcore challenge

1. Wallride the four Cloud 9 doors open.
2. Grind 525 feet down the rails near the trails.
3. Pull Backflips down the Woodward Trails 8-pack.
4. Colin Mackay Challenge – Transfer from one cabin roof to another.

### Wallride the four Cloud 9 doors open.

Your first Hardcore Challenge is to wallride the Cloud 9 Building doors to open them. Perfecting your wallriding skills will also be essential to completing the challenges that lay ahead. If you haven't seen the Cloud 9 Building in your travels around Woodward Camp, refer to your level map. Remember you only have a certain amount of time to accomplish this challenge. From the start, go directly to the Cloud 9 Building and get those wallrides going!



To wallride the Cloud 9 doors, ride to the Cloud 9 Building. Once there, position your rider next to the flashing yellow wall. As you approach the target jump up towards the wall, and press Up and the Jump Button simultaneously to perform the wallride. You will have to do this on the glowing walls next to each of the four doors. Once achieved you will have opened the doors to the Cloud 9 riding area.

### Grind 525 feet down the rails near the trails.

Hopefully by now you have gotten comfortable with your grinding skills, because now you are going to need them. The rails you must grind are located alongside the Woodward Trails 8-Pack. You can find their location on the level map.



To grind 525 feet down the rails, proceed to the top of the trails. Then jump up onto the small fence next to the trails, and grind your way down to the bottom. As you grind down, try to angle your bike towards the next rail, jump out of the grind and try to grind onto the next rail. If you don't make it onto the next rail, manual back to the rail, and jump back on. As long as you maintain a trick set, your grind length will remain cumulative. Sounds simple right? Give it a shot and good luck!



### Pull Backflips down the Woodward Trails 8-pack.

This challenge takes place back at the Woodward Trails 8-pack. Familiarize yourself with the button controls needed to perform a Backflip. The challenge begins at the top of the 8-pack as in one of the earlier level challenges.

To defeat this challenge you must do the Backflips over the 8-pack. Simply jump down them just like you did the first time. This time however, add in a backflip during each jump. Although this is not the most difficult of maneuvers, it may take you a bit of trying to finish the challenge. Again,

practice, practice, practice. You will be rewarded when the Backflip becomes second nature to you. Later challenges will ask the most of your flipping ability.

### Colin Mackay Challenge – Transfer from one cabin roof to another.

Colin Mackay's challenge will take you to the top of one of the cabin roofs. Colin is hiding up there, waiting to offer you the challenge. To locate which roof he is on, refer to the Woodward Camp level map.

To transfer between the cabin roofs you must first get up on the roof itself. Use the dirt ramp located next to the cabin. Jump off the ramp to get up onto the roof. There you will meet Colin who's been sessioning in some weird places evidently! On the roof there is a ramp. You must use the ramp to transfer to the next cabin roof. Simply get some speed and ride off of the ramp on the roof, to the ramp on the next roof of the adjacent cabin. Be sure to get some good air because there is

a good amount of distance you must cross to accomplish this challenge. Go for it!



## insane challenge

1. Leigh Ramsdell Challenge – Grind the four glowing floodlights above the outdoor rhythm section.

### Leigh Ramsdell's Insane Challenge

First, locate Leigh on your level map. Once you've spoken to him, it's time to defeat this insane challenge and it's not going to be easy.

To beat this challenge, you have to go to the Rhythm Section located outside the Lot 8 Building. Again, you can refer to your level map for its location. Now, ride straight up the right side of the quarter pipe closest to the Egypt Building and press the Grind Button to grind the first floodlight. Next, you must ride across to the opposite quarter pipe, jump up it to get some air and speed, and then ride up the right side of the first wedge and jump off of it to get to the second floodlight.



The third and fourth floodlights are positioned behind each of the two quarter pipes. They can be reached by riding up each of the quarter pipes, and transferring up and over them by holding the Up Button while releasing the Jump Button. Does this sound a bit tricky? You bet it is! Good luck. Once accomplished you have finished your Woodward Camp challenges.

# GAPS

In order to fully complete the Woodward Park Level, you must transfer over 9 gaps. Doing so will earn you Respect Points and unlock additional rewards.

| GAP POINTS |   |     | LOCATION                 |
|------------|---|-----|--------------------------|
| Gap        | 1 | 100 | across the titanic deck  |
| Gap        | 2 | 100 | over the titanic channel |
| Gap        | 3 | 100 | over the roll-in         |
| Gap        | 4 | 100 | Egypt step-up            |
| Gap        | 5 | 100 | cabin to cabin           |
| Gap        | 6 | 100 | another cabin to cabin   |
| Gap        | 7 | 100 | cloud 9 step-up          |
| Gap        | 8 | 500 | crazy vert to vert       |
| Gap        | 9 | 100 | dish dogs gap            |

## TRAINYARDS

The second level in Dave Mirra Freestyle BMX 2 is an industrial train yard with all the things you'd expect to see there. This level has huge oil tankers you can jump onto, functioning freighter trains to dodge and even an abandoned terminal to explore. You don't even realize how much a train yard can function as a BMXer's paradise until you experience this level in the game.

## Level #2 - TRAINYARDS (5,000 Respect Points Available)

Jump All Gaps

Earn 1,000 Respect Points

### CHALLENGES

Complete Rookie Challenge

Earn 50 Respect Points

Access Trick Tip

Complete 4 Amateur Challenges

Earn 400 Respect Points

Unlock Swampy Trails

Complete 4 Pro Challenges

Earn 800 Respect Points

Access New Sponsor

Complete 4 Hardcore Challenges

Earn 1,000 Respect Points

Access Mike Laird's Signature Trick

Complete Expert Challenge

Earn 500 Respect Points

Unlock Cheat

### COMPETITION

#### Take 3rd Place in Competition

Earn 150 Respect Points

Unlock Swampy Trails Competition

#### Take 2nd Place in Competition

Earn 450 Total Respect Points

Unlock Swampy Trails Competition

Unlock Trick Tip

#### Take 1st Place in Competition

Earn 1,250 Total Respect Points

Unlock Swampy Trails Competition

Unlock Trick Tip

Unlock Secret Park Editor Piece



## rookie challenge

Clear 20,000 points in a single run.

This time your Rookie Challenge is a bit harder. You will have to earn twice as many points within the allotted timeframe in order to move on to the next set of challenges. The Trainyards offer numerous places to build up your point totals. Here is a good example.

To clear 20,000 points, ride forward from your starting position, and ride down between the two sets of stairs. Then continue forward to the half pipe ahead. If you stay in this half pipe area and perform tricks as in the Woodward Camp Rookie Challenge, you should be able to get the 20,000 points that are needed to complete the challenge. Make use of your manual skills to string tricks together for higher scores. Once you've reached the 20,000 point mark you will receive an on-screen display indicating that the challenge has been met!

## Amateur challenges

1. Wallride the four billboards on the canopies.
2. Grind the station chandelier.
3. Grind over 100 feet.
4. Zach Shaw Challenge – Wallride the Huffy traincar.

### Wallride the four billboards on the canopies.

You have to Wallride the four billboards on the platform benches. The billboards will be glowing so you will know where they are located. You can also refer to your level map to find the location.

The four billboards that you have to wall ride are located on the platform benches near your start-off point. Ride over to each of them, and perform the Wallride along them. Once you have completed the challenge your on-screen display will let you know that the challenge is complete.

### Grind the station chandelier.

The challenges are beginning to get a little tricky now! The chandelier is located in the train station. If you haven't been to the train station yet you'll find it marked on your level map. Hopefully by now you have mastered your grinding skills because balance is the key to completing this challenge.

To grind the station chandelier, go directly to the train station and ride up one of the two sets of stairs that lay in front of you. Once you reach the top, ride up the quarter pipe straight ahead to build up some speed. Once you have enough speed, ride down to the area between the two flights of stairs and use the small kicker to jump onto and grind the chandelier. The chandelier will be glowing. This challenge will test your jumping and grinding abilities. If at first you don't succeed, try, try again! No one said this was going to be easy!

### Grind over 100 feet.

Grinding over 100 feet should be simple for you at this point. The Trainyards offer great places to perfect your grinding talent. You will have to build up speed to complete this challenge, but again, this should not pose any problem.

The best possible places to defeat this challenge are along the many train tracks



located within the level. To grind the 100 feet simply ride along a set of train tracks until you've reached your maximum pedaling speed. Again, speed is important here since 100 feet is quite a distance! Next, jump onto and grind along the tracks until you've reached 100 feet. Pay attention to the on-screen indicators to determine the length of your grind. Keep your balance and you should have no problem moving on to your next challenge.

### **Zach Shaw Challenge – Wallride the Huffy traincar.**

Your first Insane Challenge of the level comes from Zach Shaw. Zach can be found sessioning down by the railroad tracks. He's waiting for you to come and meet his challenge. Unlike other Wallride challenges, this time out you will have to Wallride a moving object. In this case it's a moving train car! If you mess up here you'll be in for a rough landing so make the most of it!

The Huffy train car runs along the rail line parallel and closest to the two cargo ships. The train may not be there when you get to the area so be patient. Just wait for the train to come to you, and then use one of the small ramps and jump alongside the train and Wallride the Huffy train car. You can't miss the Huffy train car. It's the car right behind the engine, and it has Huffy written on it. If you don't spot it you better hang up your pads and go home!



## **pro challenges**

1. Break the four windows in the train station.
2. Jump over the moving flatbed car.
3. Perform a 4-trick combo.
4. Troy McMurray Challenge – Do a Fastplant on the clock.

### **Break the four windows in the train station.**

Again, the action is taking place in the train station. This time you have to break the windows on the upper level. By now you should be familiar with the location of the station since you've been there before.

To break the four station windows you must ride up to the second floor of the station and ride over to the side of the station that faces the water. Then, as you approach that side of the station, charge a jump and release the Jump Button as you approach the railing at the end of the station. The rider will jump up and the top half of his body will break through the glass. Do this on each of the four sections of glass. Don't worry, the glass isn't going to hurt you, but a wipeout afterward certainly will. Remember you have only a certain amount of time to complete this challenge.



### **Jump over the moving flatbed car.**

This challenge is pretty straight forward. Timing is the key to winning here, as are your jumping skills. Since you have been wandering around the Trainyards for a while now, you have probably passed a flatbed car in your travels. Now is the time to attack that bad boy and clear the challenge.



To jump the flatbed car, simply ride to any of the small ramps alongside the rails the trains ride along. Again, be patient, the train will come to you. As the train approaches ride up the ramp as the flatbed car is passing by it. Again, timing is the key here. Then use the ramp to boost yourself up and over the flatbed car. Sounds simple enough. Go give it a try. This challenge should be a walk in the park!



### Perform a 4-trick combo.

This challenge will test your trick combo skills. The Trainyards offer many places for you to attempt this challenge. Travel about the level and find a place that you are comfortable riding in and give it a go. Here is a suggestion for one of the easier ways to pass this challenge.

To perform a 4 trick combo, all you have to do is link together 4 tricks. They can be linked with manuals, grinds, wallrides, and stalls. One of the easiest ways to accomplish this is to get to the train tracks. Simply grind the train tracks, then jump out of

the grind and pull a quick modifier or trick. Once you've performed the trick you can then land into a manual. From the manual, jump again and do another trick. You will then receive an on-screen notification that you have completed the challenge. At that point you can land and end the trick set.



### Troy McMurray Challenge – Do a Fastplant on the clock.

Troy McMurray's challenge is pretty easy. The clock is located between the two staircases in the train station. If you have completed the earlier challenges you have passed the clock on a number of occasions. Now it's time to stop ignoring it and give it a good Fastplant.

To Fastplant the clock from your starting position, ride forward to the station. Once there, ride up the inside edge of one of the stairways. Timing again is key to executing the challenge. Jump into the area between the two stairways once you are about halfway up the stairs. Once you've jumped, press left and the Jump Button to perform the Fastplant. It may take you a number of attempts to get your Fastplant and timing skills down but don't get discouraged. Keep at it until the challenge is met!

## hardcore challenges

1. Get on the deck of each cargo ship.
2. Transfer between two commuter bench awnings.
3. Grind-to-Grind transfer between each commuter bench.
4. Mike Laird Challenge – Transfer between the bulldozers.

### Get on the deck of each cargo ship.

Now it's time to move away from the train tracks and head for the water. The locations of the cargo ships can be found on your level map. You will have to get on to two ships to complete the challenge. Big air is necessary, so make sure you have enough speed going into the jump to transfer over the gap. Pay close attention to your landing because you're not going to want to do this again if you don't have to!

To get onto the first cargo ship, ride to the area of the docks that sticks out towards the water. Jump from there onto the deck of the first cargo ship. Then get back onto the docks and ride over to the end of the other ship. There will be two

small quarter pipes next to the ship. If you get some speed, you will be able to jump from the quarter pipe over onto the deck of the second ship. Remember you are going to need to get some decent air to make the jump successfully. Good luck!



### Transfer between two commuter bench awnings.

You've already seen where the commuter benches are. This time, however you are going to have to look at them from a much different angle. This time to have to get above them, not ride next to them! Again, the action will begin in the train station and take you out onto the bench awnings. Here is the best way to accomplish this challenge.

To transfer between the awnings, ride up to the second floor of the station. Once there, ride to the area where you broke through the station windows earlier. Look around for the wooden plank. You are going to need it. Use the wooden plank in the middle of the railing to jump over to the awnings. Once you are safely on the awning, jump to any of the other awnings and you will have completed this challenge. Now give it a try, and watch your balance coming off of that wooden ramp!



### Grind-to-Grind transfer between each commuter bench.

Now you're back to grinding and back to the commuter benches. This time you're back on the ground, not riding around up on the awnings! By now you should be an accomplished grinder. You better be! This time you will have to do a grind-to-grind transfer between the benches. This is not as easy as it may seem.

To grind transfer the benches, approach them from the side, and grind onto one of them. Then hold down the Jump Button as you grind and release it at the end of the bench. Next, jump over to and grind the adjacent bench. Remember to keep your rider balanced in the middle or you will jump off to the left or right of the bench, and you'll have to do it all over again! Balance during your grind is essential to complete this challenge.



### Mike Laird Challenge – Transfer between the bulldozers.

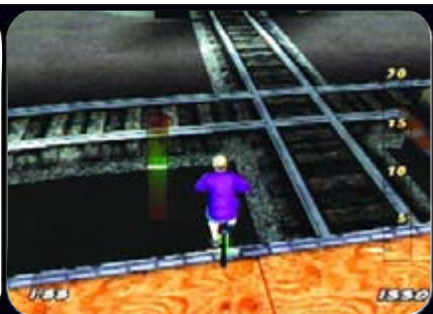
Mike Laird is waiting for you over in the construction area. Find his location on the level map and go over and see what he's up to. The blades on the bulldozers make great ramps and Mike has a special challenge for you to take advantage of. This challenge will require some big air so get ready.

To transfer the bulldozers, ride behind the station to the area above the half pipe. Use the dirt hill next to the station to get enough speed to make the bulldozer transfer. Angle the bike as far left as you can just before you reach the bulldozer. At this point, try to jump from one bulldozer to the other. This challenge is very hard. If you don't make it the first time, try adjusting the angle that you turn to before you jump. Don't give up! No challenge is too difficult to complete if you consider yourself a BMX freestyle king!



# insane challenge

Luc-E Challenge – Manual over the flatbed car.



## Luc-E's Insane Challenge

John "Luc-E" Englebert is sessioning up on top of the Rampage building. Check your level map for his location. Getting to him may present the hardest part of the challenge. Once you've gotten to the top of the building Luc-E will dare you to manual the flatbed car.

To manual the flatbed car, ride to the rooftop where Luc-E gave you the challenge, and wait for the train to come riding between the two buildings. As the flatbed car passes, jump off of the roof and into a manual on the flatbed car. Simple enough right? Give it a try and remember to keep your balance.

## GAPS

In order to fully complete the Trainyards Level you must transfer over 23 gaps. Doing so will earn you Respect Points and unlock additional rewards.

| GAP POINTS |    |     | LOCATION                    |
|------------|----|-----|-----------------------------|
| Gap        | 1  | 100 | pretty sneaky sis gap       |
| Gap        | 2  | 100 | stinky sewer gap            |
| Gap        | 3  | 100 | down to first floor!        |
| Gap        | 4  | 100 | up to second floor!         |
| Gap        | 5  | 100 | westside trackpipe transfer |
| Gap        | 6  | 100 | eastside trackpipe transfer |
| Gap        | 7  | 100 | over the water              |
| Gap        | 8  | 100 | over the sea                |
| Gap        | 9  | 100 | warehouse gap               |
| Gap        | 10 | 100 | platform to platform        |
| Gap        | 11 | 100 | stair-rific!                |
| Gap        | 12 | 500 | shovel-iscious gap          |
| Gap        | 13 | 100 | bench-to-bench gap          |
| Gap        | 14 | 100 | bridge crossover            |
| Gap        | 15 | 100 | dirt don't hurt gap         |
| Gap        | 16 | 100 | seasick gap                 |
| Gap        | 17 | 100 | ahoy matey gap              |
| Gap        | 18 | 100 | yikes!                      |
| Gap        | 19 | 100 | roundhouse drop             |
| Gap        | 20 | 100 | roof-to-roof goodness       |
| Gap        | 21 | 100 | warehouse-to-repair station |
| Gap        | 22 | 100 | new york style              |
| Gap        | 23 | 100 | awning-to-awning            |

# SWAMPY TRAILS

The third level is a little more fantastical than the other levels in the game, in that it takes place in a swamp. Swampy Trails boasts an inordinate number of grassy hills and old wooden ramps to pull crazy air tricks off of and a ridiculous number of downed branches to grind up into the trees. This level also has an old warehouse hidden off in a corner that you'll have to break into eventually. Guess what you'll find inside: more killer ramps and quarter-pipes to fulfill your craziest BMX fantasies.

## Level #3 - SWAMPY TRAILS (5,000 Respect Points Available)

Jump All Gaps

Earn 1,000 Respect Points

### CHALLENGES

|                                |                           |                                    |
|--------------------------------|---------------------------|------------------------------------|
| Complete Rookie Challenge      | Earn 50 Respect Points    | Access Trick Tip                   |
| Complete 4 Amateur Challenges  | Earn 400 Respect Points   | Unlock Commercial District         |
| Complete 4 Pro Challenges      | Earn 800 Respect Points   | Access New Sponsor                 |
| Complete 4 Hardcore Challenges | Earn 1,000 Respect Points | Access Todd Lyon's Signature Trick |
| Complete Expert Challenge      | Earn 500 Respect Points   | Unlock Cheat                       |

### COMPETITION

#### Take 3rd Place in Competition

Earn 150 Respect Points

Unlock Commercial District Competition

#### Take 2nd Place in Competition

Earn 450 Total Respect Points

Unlock Commercial District Competition

Unlock Secret Park Editor Theme

#### Take 1st Place in Competition

Earn 1,250 Total Respect Points

Unlock Commercial District Competition

Unlock Secret Park Editor Theme

Unlock Secret Park Editor Piece

## Rookie challenge

Clear 30,000 points in a single run.

Swampy Trails is different from the previous levels. Instead of containing numerous vert ramps to allow the rider to jump high in the air, Swampy Trails uses long sections of small ramps called rhythm sections. Use these areas to string together long trick sets. Jump off a ramp into an air trick, then land into a manual, and jump off the next ramp and continue this until you have 30,000 points.

## Amateur challenges

1. Grind the four glowing tree branches.
2. Wallride the fanboat garage to open the doors.
3. Grind-to-Grind between any two logs.
4. Leigh Ramsdell Challenge – Do a trick over the fallen tree trunk in the upper 8-pack.





appear in the upper right corner of the screen. When this happens, you are close to the branch. Just look around for the glowing green wire frame. Once you are grinding the first branch, the others will be right in front of you.

### Grind the four glowing tree branches.

Your first Amateur Challenge will take you into the treetops! The branches may be difficult to spot but if you look around hard enough you'll find them. Again, your grinding skills are a must to complete this challenge

To grind the 4 tree branches, refer to the level map for their locations. Each of the branches will have a small ramp underneath it that will allow you to jump up to their height. If you are having trouble finding any of the branches, ride around in the general area and wait for the blue challenge text to



### Wallride the fanboat garage to open the doors.

Now it's on to the fanboat garage. There is a lot of action happening down at the garage, as you will see. Find the location of the garage on your level map. From your starting position travel directly to the garage to complete the challenge before your time expires. In order to open the fanboat garage doors, you are going to have to Wallride them, so get ready!

The fanboat garage has two doors that need to be opened. By now you should be an expert at Wallriding. To beat the challenge ride to the garage and Wallride both halves of the area between the two doors, and doors will open.

### Grind-to-Grind between any two logs.

Swampy Trails is filled with trees, both living and dead. There are any number of places where you can go and grind your heart out. To complete this challenge you will have to locate the glowing logs and perform a grind-to-grind transfer between them. You can refer to your level map to find the location of these logs.

There are many logs laid out around this level, grind onto any one glowing log. Next, jump off of it while aiming towards another nearby log. Then grind onto the next log before hitting the ground. Once accomplished you will have beat the challenge. Again, balance is of paramount importance when executing this maneuver. Give it a shot, it's really not that difficult.

### Leigh Ramsdell Challenge – Do a trick over the fallen tree trunk in the upper 8-pack.

Your first Swampy Trails Insane Challenge comes from Leigh Ramsdell. Leigh is sessioning over near the upper 8-pack. Now he wants you to pull a big trick over the fallen tree trunk at the top of the dirt ramp.

From your starting position, ride to the upper 8-pack. Once there you will find two large dirt ramps with a giant tree trunk between them. To complete this challenge all you have to do is get some speed by riding down one of the nearby hills, jump up over the fallen tree trunk, and perform any trick you want while in the air. This one should be a cinch to complete.



# pro challenges

1. Destroy four rusty boats hanging in the fanboat garage.
2. Open the back boat garage door with a Wallride.
3. Pull a modified Backflip between the junkyard trailers.
4. Joey Garcia Challenge – Grind the drawbridge support cable to lower it.

## **Destroy four rusty boats hanging in the fanboat garage.**

### **Open the back boat garage door with a Wallride.**

Your first Pro Challenge brings you back to the fanboat garage. Inside the garage are four old boats hanging from the ceiling. There are a few ways to destroy the boats so take your pick. But before doing so it would be best to complete your second challenge first.

Sometimes it is best to do one of your challenges before another. This is a perfect example. To destroy the rusty boats you should first open the back boat garage door. To open the back boat garage door, ride to the fanboat garage, ride into the garage, and Wallride on the other side of the wall you rode on to open the first set of doors. This will complete challenge number two and make it easier to complete challenge number 1.

Once you have done this, ride out of the door you just opened, and ride up the ramp to the right of the door. From the second floor of the boat garage, you will be able to jump down onto and through each of the four rusty boats.

### **Pull a modified Backflip between the junkyard trailers.**

The fanboat garage sure has a lot of things going on! Here is another challenge down by the water. To locate the trailers refer to your level map. If you've been practicing your Backflips, and know how to use your Modifier Button, this challenge should be a breeze.

The junkyard trailers are positioned outside of the fanboat garage. Find them, and jump from one to the other while performing a modified Backflip. This is done by pressing down on the d-pad, then pressing the Trick Button, and then immediately pressing any direction simultaneously with the modifier button. Sounds a bit complicated? Not really!

### **Joey Garcia Challenge – Grind the drawbridge support cable to lower it.**

This challenge is a tough one so be prepared! Joey Garcia must have it in for you. Find Joey's location using the level map and take a ride to see him. Again, the action takes place at the garage, this time around back, up on the second floor. Hopefully your jumping and grinding skills have been perfected by now.

To grind the support cable, you have to ride up the ramp to the second floor of the fanboat garage. Once you are on the second floor, you have to jump through the window next to the drawbridge and grind onto the cable. This challenge is hard,



because you can't see the cable until you are already through the window. So you will have to try this one a few times until you can judge the correct angle to jump through the window so that you will land on the cable. Once you've landed correctly, the grind should be the easy part! Don't let it get you down if it takes a while! That's what the game is all about!

## Hardcore challenges

1. Pull four modified supermans on the upper eight-pack.
2. Grind the three sections of the tree canopy.
3. Transfer from the fanboat garage across the channel.
4. Todd Lyons Challenge – Grind on any of the fanboats.



### Pull four modified supermans on the upper eight-pack.

Your first Hardcore Challenge brings you back to the upper 8-pack area. Now is the time to show what you've got when it comes to pulling off modified tricks. In this case you'll need to pull four modified supermans in order to complete the challenge and move on. As you can see, the challenges are getting harder, so be sure to practice up on your skills before attempting these tougher challenges.

To do the four modified supermans you have to ride to the upper 8-pack, Then you must jump over each of the four jumps while pulling a modified superman over each one. As long as you can jump over the first jump in the 8-pack, execute your modified superman and land successfully, you should have enough speed to clear the remaining three jumps.



### Grind the three sections of the tree canopy.

The next hardcore challenge brings you back to the treetops! Now you have to grind the three sections of the tree canopy. You will find the location of the tree canopy on your level map. Once located, it's time to go for it.

The three sections of the tree canopy are about 90° to the left of your starting point. Ride over to this area, and there will be a gray ramp that leads to a series of three tree branches. Use the gray ramp to get to the first branch, and then grind from branch to branch to get to the other two. Once you have successfully completed the grinds across the three branches you have beaten the challenge! Congratulations!



### Transfer from the fanboat garage across the channel.

This challenge can be a little tricky if you do not know what you are looking for or where to find it. Once again the boat garage is the place to be! You've got to transfer across the channel so you'll need a ramp. Here's how to find it and use it!

The ramp to transfer from the garage across the channel is hidden in a box that is at the top of the ramp leading to the second floor of the boat garage. Ride into the box to break it. Then ride along the second floor of the garage until you are riding fast enough to get the big air necessary to clear the channel. Then jump off of the ramp to the land across the channel down below. Again, this challenge may be difficult for some, so don't get frustrated. Hang in there. You'll do it!

### Todd Lyons Challenge – Grind on any of the fanboats.

This challenge comes from Todd Lyons. Locate him on your level map and see what he's got in mind. Actually, he wants you to grind one of the fanboats as it races down the channel. Sounds a bit crazy? You bet! But here is a good way to get the job done.

Grinding the fanboats can be done from almost anywhere along the channel, but it is most easily done from the broken bridge leading to the bird refuge island. Ride to this bridge and look down the river to see when a fanboat is coming. Timing is of the utmost importance here. Try to time your jump so the fanboat passes underneath you as you jump. If you time it just right you will be able to grind along the fanboat and over to the other side of the channel. If you don't make it you'll get a bit wet so just wipe yourself off and give it another go. This one may take a while, but once accomplished, it'll feel great!



## insane challenge

Ryan Nyquist Challenge – Grind all the way from the garage to the bird refuge island.

### Ryan Nyquist's Insane Challenge

Ryan is gunning for you! The challenge calls for a very long grind so balance is important. Once again for the final time the action is down at the garage. However this time the action is not inside the garage, nor on the second floor. This time you are going to have to get up on the garage roof in order to complete the challenge. Not only is this one difficult but it's a bit sneaky too.

This challenge is tricky. Ride the ramp up to the second floor of the garage. Then you must ride along the non-breakable boats to the other section of the roof. After reaching the other roof section you will have to Wallride the section of wall where it makes a 90° turn. Wallride into the corner, and use the Jump Button to jump from the corner up onto the roof. From here you will be able to ride over and grind the cable that runs all the way from the garage, over the drawbridge, and to bird refuge island. Once successfully completed you have mastered all the challenges in the level. Excellent!



In order to fully complete the Swampy Trails Level, you must transfer over 17 gaps. Doing so will earn you Respect Points and unlock additional rewards.

| GAP POINTS |    |     | LOCATION               |
|------------|----|-----|------------------------|
| Gap        | 1  | 100 | pretty much free gap   |
| Gap        | 2  | 100 | eight-pack hop         |
| Gap        | 3  | 100 | trailer hitch gap      |
| Gap        | 4  | 100 | major mojo gap         |
| Gap        | 5  | 100 | minor mojo gap         |
| Gap        | 6  | 100 | creole chasm           |
| Gap        | 7  | 100 | cajun chasm            |
| Gap        | 8  | 100 | sandbar trois          |
| Gap        | 9  | 100 | sandbar deux           |
| Gap        | 10 | 100 | sandbar un             |
| Gap        | 11 | 100 | tastes like chicken    |
| Gap        | 12 | 100 | pascal's junkyard jump |
| Gap        | 13 | 100 | smells like chicken    |
| Gap        | 14 | 100 | the deep end           |
| Gap        | 15 | 100 | foyle gully            |
| Gap        | 16 | 100 | the shallow end        |
| Gap        | 17 | 500 | born psycho gap        |

The Commercial District is a complex level with a full traffic system. Here you'll be able to grind police cars without getting arrested and wallride on the sides of trucks without getting beaten up by their drivers. Commercial District also has parks to ride though with picnic tables to grind on, BMX parks to hone your skills in and construction sites with partially built buildings to ride in. Grinding rafters and falling 5 stories never felt so good. It is the complete city level that you've always wanted to ride in and we can't wait for you to see it.

## Jump All Gaps

### Earn 1,000 Respect Points

## Complete Rookie Challenge

### Earn 50 Respect Points

### Access Trick Tip

### Complete 4 Amateur Challenges

## Earn 400 Respect Points

Access New Sponsor

## Complete 4 Pro Challenges

## Earn 800 Respect Points

## Unlock Galloon Water Park

## Complete 4 Hardcore Challenges

### Earn 1,000 Respect Points

## Unlock Troy McMurray's Signature Trick

### Complete Expert Challenge

### Earn 500 Respect Points

Unlock Cheat

## COMPETITION

### Take 3rd Place in Competition

Earn 150 Respect Points

Unlock Galloon Water Park Competition

### Take 2nd Place in Competition

Earn 450 Total Respect Points

Unlock Galloon Water Park Competition

Unlock Trick Tip

### Take 1st Place in Competition

Earn 1,250 Total Respect Points

Unlock Galloon Water Park Competition

Unlock Trick Tip

Unlock Secret Park Editor Piece

## rookie challenge

Clear 40,000 points in a single run.

The rookie challenges are beginning to become a bit more demanding! However, by this time you should be skilled enough to achieve your score within the allotted time frame. If you are having trouble, here is a simple solution to earning your 40,000 points.

If you want to clear 40,000 points easily, ride to the construction area. Once you are there, you will see three bowls next to each other. If you ride around performing tricks in these three bowls, you should have no problem getting 40,000 points.



## amateur challenges

1. Break the four glowing lamps on the park stone wall.
2. Wallride the walkway support over the stair gap.
3. Jump over any police car.
4. Rick Moliterno Challenge – Grind the electric wire that crosses over Madison Street.

### Break the four glowing lamps on the park stone wall.

Your first Amateur Challenge in the Commercial District is simple. But don't think the entire level is going to be easy. Things are about to get real tough! Once you've located the wall and the lamps you should have no problem taking them out.

To break the four glowing lamps ride to the end of the wall in the park that parallels one of the main streets. Ride onto the top of the wall where it dips down to ground level. Then simply ride along the wall hitting each of the lights as you go along. Try not to ride too fast. Riding fast makes it difficult to stay on top of the wall, and you could end up being launched over each of the ramps and over the lamps instead of riding into them.



### Wallride the walkway support over the stair gap.

Your second Amateur Challenge is also fairly easy. It is located at the pedestrian overpass. Find the walkway on your level map. Once you've reached the walkway, the walkway support will be glowing so you'll know you are in the right spot. If you've become skilled at pulling Wallrides, and you've gotten up enough speed, you should not have a problem here.



To do this Wallride go to the pedestrian overpass, and jump towards the wall that hangs over the stairs going down to the lower level. When you are near the wall perform the Wallride to complete the challenge.



### Jump over any police car.

Those pesky police cars seem to be all over the place. You'll be able to find them on any of the major roadways running through the Commercial District. Now is the time to put your timed jumping skills to the test and give the local policemen something to think about! This challenge is a lot of fun, and one you'll want to try in different places over and over again.

To jump over a police car ride to one of the sloping downhill streets. Begin riding down the slope while holding the Jump Button. When a police car approaches release the Jump

Button just before the cop hits you and you will jump over the car. Timing is critical here. If you wait too long to execute your jump you're destined to become roadkill!



### Rick Moliterno Challenge – Grind the electric wire that crosses over Madison Street.

Rick is sessioning over at the cement bowl in the park. He wants to challenge you to perform a high wire act over Madison Street. The challenge itself is straightforward however should you lose your balance it's a long way down to street level. And, there are a ton of cars just waiting for someone like you to fall from the sky.

First locate Madison Street on your level map. The wire you will have to across is near the intersection of Madison and

Washington, right in the heart of the district. To grind the wire over Madison Street ride to the wall that runs underneath the wire. Ride onto the top of this wall, and then ride to the end of the wall. Once there, jump off of the wall, up to the wire and press the Grind Button. Remember to keep your balance.

## pro challenges

1. Break all four of the lower level plaza awnings.
2. Pull an 8-trick combo anywhere.
3. Grind transfer from the walkway rail to the support arch.
4. Tim Mirra Challenge – Manual 50 feet on the plank in the construction area.

### Break all four of the lower level plaza awnings.

Now it's time to smash some serious glass. You will need to get good height using the half pipes, so be sure your jumping skills are up to par. The glass awnings are located in the plaza. Refer to your level map to find the area. Don't worry, the glass isn't going to hurt you but it sure looks cool when it shatters and comes flying down to the pavement! Give it a go and let the fun begin!

To break the four awnings, ride to the plaza under the pedestrian overpass. Under each of the two sets of awnings is a half pipe. Use the half pipe to get enough height to reach the awnings. Getting enough height may take a while so be sure to keep your eye on the clock because you only have a certain amount of time to complete the challenge.



### Pull an 8-trick combo anywhere.

This challenge allows you to pick anywhere in the level to perform an 8-trick combo. Obviously, some places are better than others, but that is for you to decide. Manuals will come in very handy here. Use them to string together your trick set. If you are stuck for a good place to defeat this challenge try this.

A good area to pull an 8-trick combo is in the construction site. Locate the construction site on your level map. Once at the site you will find all kinds of construction equipment and debris to get yourself started. Use the steel girders, stairways and ramps to link together an 8-trick combo.



### Grind transfer from the walkway rail to the support arch.

This grind is a little difficult to execute. Balance, jumping and, of course, timing are all critical to beating this challenge. You'll need to locate the pedestrian walkway, which by now you should be familiar with. Remember to watch the clock. Chances are this one will take you some time to complete, so be patient. Good things come to those who work hard!

To do this grind transfer you have to ride to the top of the pedestrian walkway straight ahead of you from the start point. Jump onto and grind either of the rails. As you are grinding tilt your bike slightly towards the support arch. You'll need that slight tilt to make the transfer. Then just jump off of the rail and grind onto the arch and down to the street. Again, timing and balance will get you through!



### Tim Mirra Challenge – Manual 50 feet on the plank in the construction area.

Tim Mirra is hanging out over in the building under construction. Look for him on the second level. Evidently he has perfected some pretty crazy tricks up there and now it's your turn to see if you can meet his Pro Challenge. This challenge is a bit of a tightrope act so keep your cool or you're headed for a fall.

To manual the plank in the construction area, start your manual before the plank. Straighten yourself out, and manual onto and across the plank. If you attempt to jump onto the plank and into a manual, you have to make sure that you land facing the direction that the plank is headed. If you are off by even a little bit you won't have time to recover because the plank is very thin.



## Hardcore challenges

1. Break all four of the upper level plaza awnings.
2. Pull a modified Manual 200 feet down Washington Street.
3. Transfer over the caged walkway in the skate park.
4. Troy McMurray Challenge – Transfer over the pedestrian overpass.





awnings, landing into a manual each time. The manual will give you the necessary speed to reach the upper awnings. Using a lower quality bike will make this challenge very difficult but not impossible.

### Break all four of the upper level plaza awnings.

Your first Hardcore Challenge lets you start shattering glass again. This time you'll be in the upper plaza level. Check for the location of the plaza on your level map. This is a really cool challenge that let's you go for big air and the results are well worth the effort you must invest.

Breaking the four upper awnings is just like breaking the lower ones, except this time you need more air. You might want to wait until you have a better bike to do this challenge. However if you don't feel like waiting, ride the half pipe under the



### Pull a modified Manual 200 feet down Washington Street.

Here is a really fun and somewhat simple challenge, especially if you have your manual down. You might want to try this one a few times using different types of modified manuals. The No Footed manual is a really cool one. Give it a try.

The modified manual down Washington Street is easy. As you begin your manual down the road press any direction on the Directional Pad and the Modifier Button. Try to stay on the double yellow lines in the middle of the road. Why? Simple...

There is a lot of traffic up and down Washington Street so you don't want to end up under someone's tires! Enjoy this challenge.



### Transfer over the caged walkway in the skate park.

This challenge takes place in the skate park so you will need to locate the area on your level map. Head straight to the park from your start position. Good jumping skills will be necessary to clear the transfer. If you think this challenge is going to be tough, just wait until the next one! Good luck.

To transfer the caged walkway, ride to the skate park and locate the arc shaped ramp in front of the walkway. Use the arc to gain enough speed to jump off of the quarter pipe next to the walkway, and onto the quarter pipe on the other side.



### Troy McMurray Challenge - Transfer over the pedestrian overpass.

Troy has really got a challenge for you. Things have been pretty easy up to this point but now you are going to be faced with one of the most difficult challenges you'll find anywhere in the game. Guaranteed, this challenge is going to take a long, long time to defeat. Perhaps you may think it even impossible, but it's not... promise.

This challenge is pretty tough. You're going to need the perfect angle to make it over the overpass, and only trial and error can help you figure it out. Start out on top of the overpass, and ride down the steps while charging your jump. As you come to the quarter pipe at the bottom of the steps, approach the quarter pipe

from the outside and turn your bike in just before jumping off of the quarter pipe and over the pedestrian overpass to the quarter pipe on the other side. Good luck because you're going to need it!

# insane challenge

Colin Mackay Challenge – Do the giant quarter pipe transfer in the skate park.

## Colin Mackay's Insane Challenge

This challenge really is insane. The transfers are getting more difficult as you progress through each level. Again, the skate park is where the action is and you should know how to get there by now. So head straight for it from your start position.

To do this challenge you'll need to get a lot of speed going into the spine before the quarter pipe. Jump up the quarter pipe against the road to get some speed. Land into a manual and continue the manual up the spine. The manual should allow you to get more air on the spine and more speed coming into the transfer. Land onto the spine into another manual, and angle your bike to the quarter pipe on the other side of the park. If you timed your jumps correctly, you will launch your rider over to the other quarter pipe.

Once you have completed this enormous transfer, you will have completed all the challenges in the level and it's off to the Galloon Water Park.



## GAPS

In order to fully complete the Commercial District Level you must transfer over 16 gaps. Doing so will earn you Respect Points and unlock additional rewards.

| GAP POINTS |    |     | LOCATION                     |
|------------|----|-----|------------------------------|
| Gap        | 1  | 100 | over the caged walkway       |
| Gap        | 2  | 500 | over the pedestrian overpass |
| Gap        | 3  | 500 | u r so rad!                  |
| Gap        | 4  | 100 | lunchtime gap                |
| Gap        | 5  | 100 | underground gap              |
| Gap        | 6  | 100 | let's go bowl                |
| Gap        | 7  | 100 | replicant's drop             |
| Gap        | 8  | 100 | construction hopping         |
| Gap        | 9  | 100 | over the yawning abyss       |
| Gap        | 10 | 100 | got skillz?                  |
| Gap        | 11 | 100 | perfectionist's dream        |
| Gap        | 12 | 100 | construction cojones         |
| Gap        | 13 | 100 | bonti's leap of faith        |
| Gap        | 14 | 100 | bike shop roof               |
| Gap        | 15 | 100 | phat with a p-h              |
| Gap        | 16 | 100 | cash money wire transfer     |

# GALLOON WATER PARK

Galloon Water Park is a massive level that is currently in between seasons of operation. Their gigantic water slides are without water and that means that it's time for you to have some fun. If you've ever wondered what it would be like to ride through an empty water park, this is your chance. There are tons of huge slides to speed down, an aerial tram to ride and even castles with vert ramps inside.

## Level #5 - GALLOON WATER PARK (5,000 Respect Points Available)

Jump All Gaps

Earn 1,000 Respect Points

### CHALLENGES

Complete Rookie Challenge

Earn 50 Respect Points

Access Trick Tip

Complete 4 Amateur Challenges

Earn 400 Respect Points

Access New Sponsor

Complete 4 Pro Challenges

Earn 800 Respect Points

Unlock Highway 47 Cloverleaf

Complete 4 Hardcore Challenges

Earn 1,000 Respect Points

Unlock Joey Garcia's Signature Trick

Complete Expert Challenge

Earn 500 Respect Points

Unlock Cheat

### COMPETITION

#### Take 3rd Place in Competition

Earn 150 Respect Points

Unlock Highway 47 Cloverleaf Competition

#### Take 2nd Place in Competition

Earn 450 Total Respect Points

Unlock Highway 47 Cloverleaf Competition

Unlock Secret Park Editor Theme

#### Take 1st Place in Competition

Earn 1,250 Total Respect Points

Unlock Highway 47 Cloverleaf Competition

Unlock Secret Park Editor Theme

Unlock Park Editor Piece

## rookie challenge

Clear 50,000 points in a single run.

The Rookie Challenge point requirements continue to mount as you progress through the levels. Your target now is 50,000 points achieved within the given time period. Again, find a spot that you are comfortable with and string together as many tricks as possible using your manual. Some locations on the level are better for producing the 50,000 points than others so take some time to search the entire level and locate a spot worthy of your skill set.

## Amateur challenges

1. Hit the four beach balls.
2. Fastplant on the four floor signs.
3. Pull a 540 anywhere.
4. Leigh Ramsdell Challenge – Grind the tops of both iron archways.



### Hit the four beach balls.

This is a real simple challenge. Considering the last few challenges you have had to endure, a little change of pace is a good thing! The beach balls are scattered about the park. So the only real problem here is knowing where they are and getting to them during the given time period. Once you know where they are located this challenge should be a snap.

To hit the four beach balls locate each of them on your map, and simply ride into them. You should work on getting the two beach balls in the upper area first. Then get the one in the waterslide on your way down to the last one above the lower walkways.



### Fastplant on the four floor signs.

Here is another fairly easy challenge. As long as your Fastplant skills are intact you should have no problem getting through this challenge. Again, knowing the locations of the four floor signs is key to completing the challenge within the allotted time. Familiarize yourself with their locations from your level map and give it a go.

To Fastplant the four floor signs ride directly at them, jump into the air and press left on the Directional Pad and the Jump Button. You should follow the same pattern as the beach balls challenge. Fastplant the signs in the upper area first and work your way down to the lower signs.



### Pull a 540 anywhere.

Once again it's time to put your jumping and spinning skills to the test. There are many good locations for executing a 540 Spin. Find an area you are comfortable with and give it a shot. Pulling a 540 is going to be easy compared to some of the bigger spin challenges that are ahead of you. So practice your spins as much as possible. Here is a suggestion for a place that will help you meet the challenge with little difficulty.

To perform the 540 ride to any of the bowls in the level, and use them to ride back and forth to get the necessary height for the 540.



### Leigh Ramsdell Challenge – Grind the tops of both iron archways.

Leigh offers up your first rider challenge of the level. He is sessioning at the base of the gondola support tower. He is looking to dare you to grind the tops of both of the iron archways located in the pool area. You can refer to your level map for their exact location.

This challenge will take a little getting used to, but don't let it get you down. Keep at it!

To grind the tops of the iron archways ride to the pool where they are located. Use the quarter pipes next to them to jump up and over to the arches. Then press the Grind Button to grind them. You will need some good air to make it to the top of the archways. Have fun with this one!



# pro challenges

1. Break the four lights in the lower walkway.
2. Bust out a 15,000 point trick set.
3. Pull a 720 anywhere.
4. Mike Laird Challenge – Transfer over one of the bridges between the castles.



## Break the four lights in the lower walkway.

This can be a tricky challenge. Actually it can be more frustrating than tricky! First you'll have to locate the lower walkway. Once you have reached your destination the fun begins. Remember you only have a short time to complete this challenge or you will have to start all over again. The lights will be hanging over benches. You'll have to use these benches to reach your targets.

To break the four lights you must ride up the sides of the benches the lights are hanging over. Then jump off of the bench into the light. You have to be careful not to ride onto the bench too fast. It's very easy to over shoot these lights, and that can be very frustrating!

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## Bust out a 15,000 point trick set.

This challenge will test your trick combo skills. Stringing together a 15,000-point trick set is no easy task, so give it time and don't get frustrated. Again, your manual is going to be your best friend so take advantage of it to complete the challenge.

The 15,000-point trick set should be executed in any of the bowls in the level. Take a look at your level map to find the bowl area you like best. Ride in the bowl performing tricks and linking them together with manuals until you have accumulated 15,000 points in a trick set.



## Pull a 720 anywhere.

Your spin challenges are continuing to increase in difficulty. The 720 Spin is your next milestone. Obviously, big air is going to be required. Hopefully you've mastered your spin technique. Now it's time to see if you can pull off a big one!

The 720 Spin should be done while attempting the 15,000-point trick set. The bowls are the best place to attempt this challenge. As you are riding in the bowl, you should be getting more and more air with each jump. When you get enough air hold down the Spin Button until the rider completes a 720 spin. Then straighten the bike out and make sure you don't fall. Concentrate on hitting the landing straight and you'll be on your way to your next challenge.



## Mike Laird Challenge – Transfer over one of the bridges between the castles.

Your second rider challenge of the level comes from Mike Laird. Mike can be found over at the castles. If you're not familiar with the castles, check the location on your level map. He's been pulling all sorts of tricks up there and now he wants you to meet his challenge.

To transfer over one of the castle bridges, ride to the half pipe between the two castles. Use the half pipe to build up your speed and air. Then launch your rider from the quarter pipe, over the bridge and land on the quarter pipe on the other side. This is a tough move so take your time and it will happen!

# hardcore challenges

1. Grind all four hot dog stands.
2. Pull a Double Backflip anywhere.
3. Pull a 900 Spin anywhere.
4. Joey Garcia Challenge – Pull a Backflip on each level of the upper fish ladder.

## Grind all four hot dog stands.

This challenge is real simple. Considering some of the moves you have had to execute to this point, you'll find this a cinch. Once again, knowing the locations of the hot dog stands before you begin your run is essential to finishing the challenge within the allotted timeframe.

Locate the four hotdog stands on your map. Then use the same technique you used on the beach balls and signs. This one should be a breeze. So take a breather, ride around and have some fun grinding the local hot dog vendors' portable kitchens!



## Pull a Double Backflip anywhere.

It's been a while since you have had to pull off a Backflip. This time your challenge calls for a Double Backflip. Hopefully you have been incorporating Backflips into your trick routines. If so you should have no problem here. If not, then you might be in for a rough time until you have perfected your Backflipping technique. Here's a tip as to how to beat this challenge the easy way.

The Double Backflip can most easily be done in one of the level's many half pipes. Ride to any one of them, and ride it until you have enough air to perform the Double Backflip. Good luck. This shouldn't present too much of a challenge for an expert like you, right?



## Pull a 900 Spin anywhere.

Wow! Now these spin challenges are really getting difficult. You've recently completed a 720 Spin, so now it's on to the 900. Actually they are very much alike, except that the 900 is a lot harder to pull off! Obviously, as with your other spins, big air is essential and without it you are going nowhere.

The 900 is just like doing the 720, except you need more air. Try jumping off of a quarter pipe while manualing to get the height needed to do the 900 spin. It's a bit tricky, but after a while you'll get the hang of it and complete the challenge.



## Joey Garcia Challenge – Pull a Backflip on each level of the upper fish ladder.

Now you are about to enter Backflip heaven. Joey Garcia is down at the base of the Fish ladder waiting for you to come and check out the Backflip tricks he's been pulling. Locate the fish ladder on your level map if you haven't already visited there. Head straight to it from your start point and give this challenge a rip.

The fish ladder is directly to your left from the start point. This



challenge is much easier to complete when you are riding down the fish ladder. So ride to the top and begin your descent, performing Backflips at each of the spines on the fish ladder.

# insane challenge

Todd Lyons Challenge – Manual 650 feet down the center of the typhoon ride.



## Todd Lyon’s Insane Challenge

Todd is waiting to issue you your insane challenge just off to the side at the top of the Typhoon Ride.

This is a wild one. It is also a lot of fun to perform. Pulling a manual 650 feet is tough enough on it’s own. Now you’ve got to do it right down the narrow center of the Typhoon Ride. You’ll have to really concentrate on keeping your balance here because as you reach the bottom the center really narrows. Go for it!

To do this manual, you are going to need to be able to keep your bike pointed straight while monitoring the balance meter. Start off the manual going slow so you can straighten yourself out more easily and let the slope of the Typhoon Ride accelerate your bike. Try to get your bike as straight as you can early in the manual, so you can concentrate more on the balance meter without having to worry about your bike going off course. Once accomplished you have met all your level challenges and it’s off to the Highway 47 Cloverleaf.

## GAPS

In order to fully complete the Galloon Water Park Level you must transfer over 13 gaps. Doing so will earn you Respect Points and unlock additional rewards.

| GAP POINTS |    |     | LOCATION               |
|------------|----|-----|------------------------|
| Gap        | 1  | 100 | sticky sweet gap       |
| Gap        | 2  | 100 | down the spillway      |
| Gap        | 3  | 100 | corn dogs are good gap |
| Gap        | 4  | 100 | typhoon wading pool    |
| Gap        | 5  | 100 | super mad clown gap    |
| Gap        | 6  | 100 | sweeter than sugar     |
| Gap        | 7  | 100 | typhoon transfer       |
| Gap        | 8  | 100 | kiddie kastle koolness |
| Gap        | 9  | 100 | kiddie kastle bridge   |
| Gap        | 10 | 100 | no lifeguard on duty!  |
| Gap        | 11 | 100 | gran's gap             |
| Gap        | 12 | 100 | that monkey gap        |
| Gap        | 13 | 100 | going to pay gap       |

# HIGHWAY 47 CLOVERLEAF

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LEVEL WALKTHROUGHS

The Highway 47 Cloverleaf level takes place at twilight at a major highway intersection with many on and off ramps to keep things interesting. The first thing you'll notice about this place is how fast the cars are moving and also how fast you'll move if you get slammed by one of them. Playing chicken with a car speeding 60 mph while trying to pull off some sick trick is definitely cool. For you thrill seekers out there, this will be your favorite level.

## Level #6 - HWY 47 CLOVERLEAF (5,000 Respect Points Available)

Jump All Gaps

Earn 1,000 Respect Points

### CHALLENGES

Complete Rookie Challenge

Earn 50 Respect Points

Access Trick Tip

Complete 4 Amateur Challenges

Earn 400 Respect Points

Access New Sponsor

Complete 4 Pro Challenges

Earn 800 Respect Points

Unlock Devil's Peak

Complete 4 Hardcore Challenges

Earn 1,000 Respect Points

Access Luc-E's Signature Trick

Complete Expert Challenge

Earn 500 Respect Points

Unlock Cheat

### COMPETITION

#### Take 3rd Place in Competition

Earn 150 Respect Points

Unlock Devil's Peak Competition

#### Take 2nd Place in Competition

Earn 450 Total Respect Points

Unlock Devil's Peak Competition

Unlock Trick Tip

#### Take 1st Place in Competition

Earn 1,250 Total Respect Points

Unlock Devil's Peak Competition

Unlock Trick Tip

Unlock Secret Park Editor Piece

## rookie challenge

Clear 60,000 points in a single run.

Talk about road rage! The highway interchange is loaded with traffic. Executing tricks in this neck of the woods is real dangerous. But you should be up to the challenge? Right?

This is a hard level to hold a trick set in because you are in constant danger of being hit by vehicles on the road. Don't try to string together long combos while on the parkway. Just do 2 or 3 tricks and then land the trick set. If you want to do long trick sets, ride down to the skate park under the parkway. At least there you are in relative safety. 60,000 points is a big number so take advantage of the park to defeat this challenge!



# Amateur challenges

- 1 Knock over four traffic signs.
2. Pull a 540 spin over the sewer channel hip.
3. Transfer from the off-ramp down into the skate park.
4. Rick Moliterno Challenge – Grind all the way across the pipe over the highway.



## Knock over four traffic signs.

Your first amateur challenge is to knock over the four traffic signs. This level can be confusing so it pays to have a very good idea where the signs are located prior to beginning your run. Although this challenge is fairly easy, you'll have to pay attention to the traffic while keeping your eye on the clock.

The four traffic signs can be located on your map. There is one on each end of the two major highways on the level. Before beginning your run figure out your route. The quickest way to accomplish the challenge is to go for the two signs on the elevated highway first, then get the two on the lower highway.

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## Pull a 540 spin over the sewer channel hip.

Your second challenge combines your spinning ability with your jumping and transferring skills. By now a 540 Spin should be second nature to you, so should be concentrating on getting big air to clear the gap. To locate the sewer hip channel refer to your level map.

The sewer channel hip is located at the end of the half pipe in the skate park. From your start position ride directly to the skate park without getting mauled by traffic. Ride up the quarter pipe on either side of the hip and use the speed you gain to jump over the hip while doing a 540 Spin. It's easier to clear the hip if you jump closer to the tip of the pipe because the air you have to clear over the channel is much less.



## Transfer from the off-ramp down into the skate park.

Your third amateur challenge will bring you from the highway to the skate park. Again, the key here is to know the location of the off-ramp so refer to your level map. The transfer is fairly large so you'll have to have enough speed entering the jump to clear the gap. Remember if at first you don't succeed, try, try again.

From your starting position ride to the broken down car on the side of the highway. Once you've located the car, ride between the off ramp and the parkway to the wooden ramp ahead. Take advantage of whatever terrain is in area to pick up momentum. Riding down the dirt path to this ramp should give you enough speed to safely clear this gap.



## Rick Moliterno Challenge – Grind all the way across the pipe over the highway.

Rick Moliterno is waiting for you adjacent to one of the exit signs over the highway. Check your level map to find his exact location. Your first rider challenge of the level should be a breeze if you have perfected your grinding skills that by now you should have. There is also a little bit of jumping required here too. Go for it and keep your balance. Lose it and you'll end up fried on the highway!

This challenge is pretty easy to execute. Once you know exactly where you are going, simply ride to the pipe that runs across the highway and jump onto the green highway sign on the pipe. Then jump from the green sign onto the pipe and grind across it to the end.

# pro challenges

1. Get inside the four dumpsters and open the doors.
2. Fastplant at the top of the blue column in the skate park.
3. Pull a 12-trick combo anywhere.
4. Todd Lyons Challenge – Manual across the I-beam in the upper construction area.

## Get inside the four dumpsters and open the doors.

It's time to get down and dirty. The four dumpsters are calling you to open their doors. Lucky for you they aren't filled to the brim with garbage so don't be afraid you'll come out smelling like something the cat dragged in! You should have plenty of time to clear the challenge since the dumpsters are very close to the starting point. Before beginning your run refer to your level map for the dumpster locations.

All four of the dumpsters are right where you start. There are two on the right road and two on the left road. Use the wooden ramps placed next to them to jump inside each one of them. Then use the ramps inside the dumpsters to transfer out and on to the next. Enter all four in the allotted time and you're off to your next challenge.

## Fastplant at the top of the blue column in the skate park.

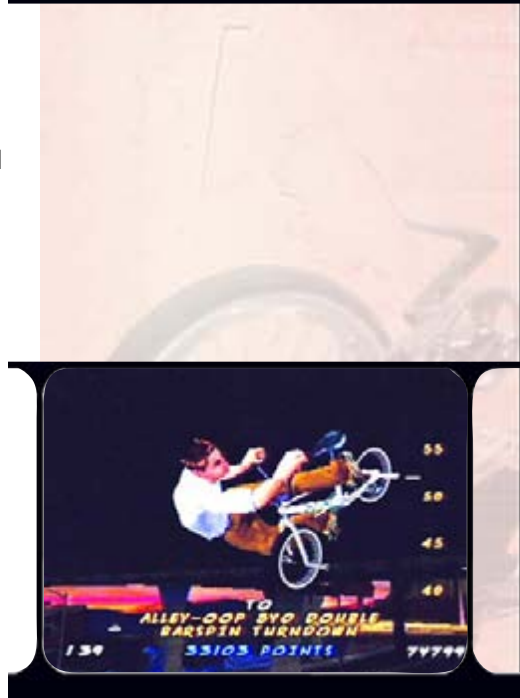
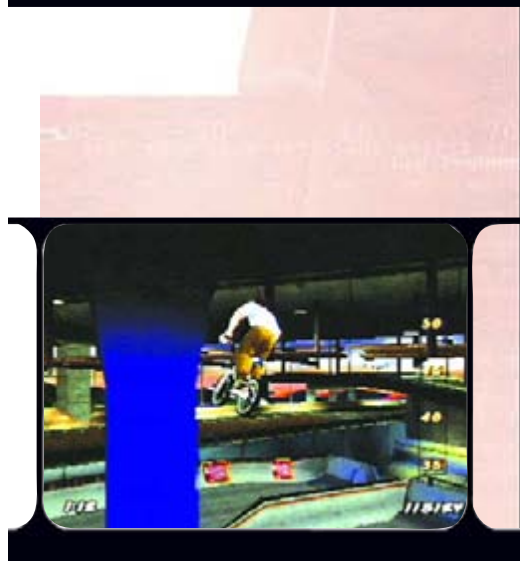
So far, most of the challenges in this level have been fairly easy to defeat. However this challenge is really going to test your skills and your frustration level too! Big air, transfers and Fastplants all come into play here so be prepared to work real hard to accomplish your goal. Good luck with this one because you are going to need it!

From your starting position ride directly to the skate park. You'll have to watch the clock because it's going to take all the time you've got to accomplish this feat. To beat the challenge, ride down to the skate park and use one of the bowls or half pipes surrounding the column to get enough height to reach the top of the column. Once you have gained the necessary height, you will have to transfer up and out of the bowl or quarter pipe towards the column. Fast plant just before you hit it. Timing and your sense of direction are crucial to executing this move correctly. Let it rip.

## Pull a 12-trick combo anywhere.

Your third Pro Challenge will test your trick set combination skills. Manuals and grinds are your best bet for stringing together the necessary number of tricks to beat the challenge. This highway interchange doesn't offer many areas for pulling big trick combos so locating an area where you can give some freedom from the evening traffic is essential.

To do the 12-trick combo you will want to stay away from the highway. If you get hit by a car you will have to start your trick set over again. No one wants to put together an awesome trick set only to end up creamed by an oncoming speeder! Try to do



this one in the skate park. There you'll find lots of rails and edges that you can use to link together huge combos. Go and spend some more time down in the skate park and pull off your big trick set in relative peace and quite!



### Todd Lyons Challenge – Manual across the I-beam in the upper construction area.

Todd Lyons is sessioning over by the dumpsters in the construction area. If you haven't seen him yet, check your level map for his location. Todd has been attempting some new tricks on some of the stuff left behind by the construction workers. Now he wants you to do the same.

To manual across the I-beam start the manual on the road, and manual onto and across the beam. You will have to manual over three sections of the I-beam, so hold the manual for the

entire length of the beam. Once again, balance during your manual is essential. This may sound easy, but you'll soon find out that it just isn't as easy as it looks.

## Hardcore challenges

1. Grind the four Slim Jim billboard decks.
2. Grind the scaffold above the concrete park bowl.
3. Jump from the I-beam across the construction gap.
4. Luc-E Challenge – Transfer over the bridge that crosses the sewer half pipe.

### Grind the four Slim Jim billboard decks.

It's time once again to brave the perils of the highway. Away from the safety of the skate park you'll have to grind the Slim Jim billboards located throughout the level. You may run into some trouble beating this challenge within the allotted timeframe so plan your session carefully to minimize your riding distances.

To grind the four billboard decks, locate them on your map. Three of them have wooden ramps that will lead you straight to the top. The other one doesn't have a wooden ramp. You will have to use the highway curb as a ramp. To do this, ride to the left road ahead of you from the start and stop before the four construction signs. Ride alongside the four signs off of the left side of the highway to grind this billboard.

### Grind the scaffold above the concrete park bowl.

#### Jump from the I-beam across the construction gap.

Here is another instance where you will want to complete the third challenge before clearing the second one. While you can accomplish both in any order, it is a lot easier to jump the I-beam across the construction gap before grinding the scaffold above the concrete park bowl. Locate where the action is going to take place on your level map and give it a shot!

To grind the scaffold, complete the construction gap challenge and the scaffolding will be on the right side of the road after you jump across the gap.

To jump the I-beam gap ride all the way to the last ramp on the right side of the highway. Then ride down the ramp. There will be an I-beam ramp at the gap in the road. Use this I-beam to jump across the gap to one of the I-beams on the opposite side. Then head over and grind the scaffold to complete both challenges.



## Luc-E Challenge – Transfer over the bridge that crosses the sewer half pipe.

Back in the skate park John “Luc-E” Englebert is offering up a challenge that will require you to get real big air to transfer up and over the bridge that crosses the sewer half pipe. Your gap transfers are getting tougher and tougher and this one is no exception! Keep at it. It’s a difficult jump but not impossible. Just ask “Luc-E.” He’s already done it and that’s why he’s challenging you to do the same!

To transfer over this bridge, ride down to the skate park. Once there use the half pipe to build up as much speed as you can. Then jump from the half pipe up over the bridge and down onto the half pipe on the other side. The execution of the transfer may be simple, however the height and distance you have to cover is another story! Don’t get discouraged.



## insane challenge

Troy McMurray Challenge – Do the Triple Grind from the lightpost across the road signs.

### Troy McMurray’s Insane Challenge

Troy is hanging out at one of the Slim Jim billboards working on some new moves. He’s just perfected an insane Triple Grind and now it’s your turn to see if you can duplicate his trick. As with your previous grinds, balance and timing is the name of the game. This is a long and somewhat complicated maneuver, so keep your wits about you and you should come out on top. Lose it and you’re roadkill.



First locate Troy’s position on your level map. Now, to start this grind you have to jump on the platform of the Slim Jim billboard that is next to the lightpost. Once you are on the platform, jump towards the lightpost and grind it towards the road sign. Next, jump from the lightpost onto the road sign and continue the grind to the end of the sign. You shouldn’t have to jump to reach the second sign. If you are positioned correctly your bike should come down on top of it from the previous grind. From here, simply grind onto the second road sign and you will have completed this challenge. Once this challenge is history you have beaten all your level challenges and it’s off to Devil’s Peak!

## GAPS

In order to fully complete the Highway 47 Cloverleaf Level you must transfer over 8 gaps. Doing so will earn you Respect Points and unlock additional rewards.

|       | GAP POINTS |  | LOCATION                      |
|-------|------------|--|-------------------------------|
| Gap 1 | 100        |  | hwy 47 lane change            |
| Gap 2 | 100        |  | dumpster diving               |
| Gap 3 | 100        |  | spillways gap                 |
| Gap 4 | 100        |  | huge canal off ramp gap       |
| Gap 5 | 100        |  | shea stylee                   |
| Gap 6 | 500        |  | serious mad skills I-beam gap |
| Gap 7 | 100        |  | up and over the offramp       |
| Gap 8 | 100        |  | skatepark - road transfer     |

# DEVIL'S PEAK

Devil's Peak is a dirt rider's dream. This level has so many dirt jumps and gaps that you can spend hours here without seeing half of them. You'll also notice that Devil's Peak housed some pretty big dinosaurs millions of years ago. Their bones are still in Devil's Peak today. Ever ridden a half-pipe made out of a T-rex's rib cage before? Well, now you can. In addition to Dinosaur bones and tons of dirt jumps, there is an old, abandoned railroad-mining tunnel. Whether or not it's still abandoned will be for you to find out.

## LEVEL #7 - DEVIL'S PEAK (5,000 Respect Points Available)

Jump All Gaps

Earn 1,000 Respect Points

### CHALLENGES

|                                |                           |                                      |
|--------------------------------|---------------------------|--------------------------------------|
| Complete Rookie Challenge      | Earn 50 Respect Points    | Access Trick Tip                     |
| Complete 4 Amateur Challenges  | Earn 400 Respect Points   | Access New Sponsor                   |
| Complete 4 Pro Challenges      | Earn 800 Respect Points   | Unlock Airport Parking Garage        |
| Complete 4 Hardcore Challenges | Earn 1,000 Respect Points | Unlock Ryan Nyquist's Signature Move |
| Complete Expert Challenge      | Earn 500 Respect Points   | Unlock Cheat                         |

### COMPETITION

#### Take 3rd Place in Competition

Earn 150 Respect Points

Unlock Airport Parking Garage Competition

#### Take 2nd Place in Competition

Earn 450 Total Respect Points

Unlock Airport Parking Garage Competition

Unlock Secret Park Editor Theme

#### Take 1st Place in Competition

Earn 1,250 Total Respect Points

Unlock Airport Parking Garage Competition

Unlock Secret Park Editor Theme

Unlock Park Editor Piece

## ROOKIE CHALLENGE

Clear 70,000 points in a single run.

Unlike most of the other levels, Devil's Peak has very little flat open spaces for pulling off easy trick combos using manuals and grinds. The terrain is rough and dropoffs are all over the place. Knowing where you can pull off tricks to amass 70,000 points within the time limit is critical to passing your Rookie Challenge.

You are going to find out real soon that Devil's Peak is a really tough level.

However, there are a few places that are good for grabbing a quick 70,000 points.

The upper circle of the level is rich with ramps but is very narrow, making it difficult to navigate. The lower area doesn't have too many big ramps, but it does have two descent-sized bowls. To get the 70,000 points, your best bet is to ride to one of these bowls and work on grabbing your points there.



# Amateur challenges

1. Knock out the four glowing dinosaur teeth.
2. Grind the four fallen dinosaur ribs.
3. Pull a 360 Tailwhip over the dinosaur skeleton spine.
4. Tim Mirra Challenge – Transfer across Anvil Island.

## Knock out the four glowing dinosaur teeth.

Your amateur challenges begin easy. Your mission is simple. All you have to do is knock out the four glowing dinosaur teeth. Much like knocking over obstacles in other levels, such as the ladders at Woodward Park or the beach balls at the Galloon Water Park simply find them and ride right through them.

To beat the challenge, simply locate the dinosaur skull on your level map. From your starting position find the most direct route down to the skull and ride through it's jaws knocking out the four glowing teeth as you ride through them.

## Grind the four fallen dinosaur ribs.

Your second challenge is fairly straightforward also. Instead of simply riding over the fallen dinosaur ribs, you'll have to grind them. However, the grinds are not complicated so this challenge should present no problem if you have been able to pull off some of the grinds needed to complete many of your previous challenges.

The four fallen dinosaur ribs are all located near the dinosaur rib half pipe. They are marked on your level map so review it before beginning your run. From the starting point ride to each of them and grind along them to complete this challenge within your allotted timeframe. This one should present no problems!

## Pull a 360 Tailwhip over the dinosaur skeleton spine.

This challenge will test your skill at executing a 360 Tailwhip. If you are not familiar with the move, check the button combo on your on-screen trick selections, or refer to the trick page in this guide. Practice it a bit if need be and then its time to move on and execute the trick within the time specified down at the dinosaur skeleton spine.

Locate the dinosaur skeleton spine on your level map. The fastest way to get there is to ride forward from the start and jump down the cliff to the lower area. From there, ride forward to the dinosaur spine embedded in the ground. Use this area to build some height as you would with any other pipe area. Once you are comfortable with your altitude, jump off of the glowing section of the spine and perform a 360 Tailwhip.





### Tim Mirra Challenge – Transfer across Anvil Island.

If you haven't run into Tim yet, you'll find him on your level map. He's been working on his transfers and wants to see if you are up to his challenge.

When you talk to Tim, he'll challenge you to transfer across Anvil Island. The ramp you must use to transfer to the island is right at the spot you talk to him. Simply ride down the ramp, and jump across to the island. Next you will need to jump from Anvil Island across to the other side of the canyon to complete this challenge. This is a fairly easy challenge. Just be sure you have enough air to cross the gaps because it's a long way down to the canyon bottom... ouch!

## pro challenges

1. Grind the four rusty mine cars.
2. Pull a 900 in the dinosaur skeleton bowl.
3. Bust out a 20,000 point trick set.
4. Todd Lyons Challenge – Walltap or Fastplant higher than 30 feet anywhere.

### Grind the four rusty mine cars.

The rusty mine cars are located at the side of the Devil's Peak canyon. Refer to your level map to find them. From your starting position ride to the tracks and get ready for the rail cars to approach. Here is an easy way to beat the challenge well within the time limit.

Instead of grinding the rusty mine cars in no particular order, simply ride toward the mine cars as the travel towards you. Then time your jump up onto the first car and grind along the entire set of four mine cars in one continuous maneuver. You have to do this on both sets of mine cars in order to complete the challenge. This is one fun grind!

### Pull a 900 in the dinosaur skeleton bowl.

It's time to get some serious air down by the dinosaur skeleton bowl. You'll have to get some big air if you are going to succeed in pulling off a 900 Spin! By now you should be familiar with the location of the bowl from previous challenges. If not, refer once again to your level map.

The dinosaur skeleton bowl is right next to the dinosaur skull. Drop into the bowl and get as much height as you can. Keep an eye on your height meter to determine that you have the necessary time to complete the spin. Jump into the air and perform the 900. Make sure you straighten out your bike before you land. If you are not yet an expert with your spinning skills, this challenge is going to really cause you pain... literally!

### Bust out a 20,000 point trick set.

Now the trick sets are beginning to escalate in difficulty. To pull a 20,000 point trick set within the allotted time is definitely going to be a challenge. Since the terrain is not very conducive to pulling long trick sets, you have to be smart when choosing the area to build up your points. The trick here is to know where to best rack up scores. Once you know the secret, your 20,000 point goal should be no problem. Here is what you should do.

The 20,000 point trick set is most easily done by riding down to the mine car tracks near the starting point, and doing a modified grind down the tracks to the bottom



of the level. If you lose the grind, try to manual and bring yourself back to the grind. Your point total point score will easily beat the required 20,000 level. Simple as long as you know the secret! Give it a go.

### Todd Lyons Challenge – Walltap or Fastplant higher than 30 feet anywhere.

Devil's Island does not offer many places for you to get big air with a wall near enough for tapping or Fastplanting. However there are a few places that will allow you to defeat this challenge and move on. Todd Lyons knows this all too well. That's why he is challenging you to Walltap or Fastplant anywhere as long as you are 30 feet in the air or higher. Find Todd's location on your level map and give it a go. Here's a good suggestion to get the job done.

The best place to do this is down in the bowl on the left side of the canyon floor. Ride to the bowl and get as much height as you can. Once you've done this, transfer up and over the bowl's quarter pipe towards one of the surrounding walls. Then simply perform any wall trick to place your mark. Just make sure that you place your mark over 30 feet high. This one is real difficult, but with a little determination and patience you'll eventually get it right.

## Hardcore challenges

1. Fastplant the four giant boulders.
2. Grind transfer between each mine track at the canyon bottom.
3. Pull a 1080 anywhere.
4. Ryan Nyquist Challenge – Get up on top of the mushroom pillar.

### Fastplant the four giant boulders.

Your first hardcore challenge is simple. Just like the floor signs and beach balls in the Galloon Water Park, all you have to do is Fastplant the four glowing boulders scattered about the level. The key here is knowing where the boulders are located and planing your run in the fastest possible way. Remember you have to Fastplant all four within the time period to beat the challenge. Preparation is the answer.

The four giant boulders can be located on your map. There are three boulders on the inside of the upper level ring overlooking the canyon floor and the fourth is on the dirt path overlooking the water surrounding the level. Simply design your run and execute a Fastplant on each. As long as you have your Fastplants down pat, this challenge should not cause you too many problems.

### Grind transfer between each mine track at the canyon bottom.

Your second Devil's Island challenge should not be too difficult if you have mastered your grinding and jumping skills. The action takes place down on the canyon floor so you'll have to get there in a hurry from your starting position in order to perform the required grind transfer within your time limit.

To grind transfer the mine car tracks, ride down to where the mine car tracks run on the canyon floor. Grind onto one of the tracks, then lean your bike towards the next track. Jump out of the grind and grind onto the next track. Repeat this until you have transferred between all four of the mine car tracks. Don't



worry about any oncoming mine cars here. You'll have the tracks all to yourself, so have fun with this one!



### Pull a 1080 anywhere.

Now it's time to pull off the most difficult spin yet... the dreaded 1080 Spin. If you thought the 900 Spin was tough, this is really going to test your metal. Hopefully your spins are now second nature to you, because to execute and land the 1080 Spin you are going to have to be perfect. The slightest error in timing or landing will result in disaster and you'll have to start all over again.

The best way to pull the 1080 is to ride to the bowl where you did your 900 Spin challenge. Once there, you will have to get a little more height than you did before. When you are jumping high enough, really high enough, perform the 1080 and land safely to complete the challenge. Keep in mind that the faster and higher you are going, the less room for error you have when landing. Concentrate on straightening out your bike just as you land. It would be real nasty if you make the big spin only to crash and burn on the landing! This challenge will really test your jumping and spinning abilities. Remember that practice makes perfect!



### Ryan Nyquist Challenge – Get up on top of the mushroom pillar.

Ryan Nyquist offers up your Hardcore Rider Challenge. To locate Ryan if you haven't seen him yet, refer to your level map. This is a real difficult challenge that requires good timing and big, big air. You must also know the location of the Mushroom Pillar because you are going to have to make a blind jump to achieve your goal. Again, refer to your map to pinpoint the Mushroom Pillar's exact location

To get onto the Mushroom Pillar jump onto the larger island that is adjacent to it. Then from the island, get up your speed and jump across to the Mushroom Pillar, landing safely. You can't see the pillar until after you jump, so this one might take a few tries until you can correctly judge which direction to jump in order to stick the landing. Don't get frustrated. You will eventually get there. In the meantime you are in for a few spectacular crashes! Simply dust yourself off, get back on your bike and give it another go!

## insane challenge

Joey Garcia Challenge – Grind 1,000 feet on the mine car tracks.

### Joey Garcia's Insane Challenge.

Here comes your biggest grind challenge ever! Joey has been perfecting the grind down on the mine car tracks. Find him and see if you are able to do the same. His location can be found on your level map. Is this an insane challenge? You bet it is! Speed and balance will prevail. Without them you are going nowhere but down the tracks and into the path of an unforgiving group of mine cars! Good luck... it's a long way to grind!

To grind 1,000 feet on the mine car tracks you have to ride up the tracks until you reach the very top. Then begin riding forward to build up some momentum. Next jump onto and grind the rail down the tracks to the canyon floor. You'll have to

grind a little over half of the mine car track to reach 1,000 feet, so work on your grind balancing skills so you can stay on the rail longer. Once your challenge is completed you have successfully overcome all the Devil's Peak challenges and it's on to the Airport Parking Garage!



# GAPS

In order to fully complete the Highway 47 Cloverleaf Level you must transfer over 8 gaps. Doing so will earn you Respect Points and unlock additional rewards.

| GAP POINTS |    |     | LOCATION                        |
|------------|----|-----|---------------------------------|
| Gap        | 1  | 100 | satan's burp                    |
| Gap        | 2  | 100 | mine shaft squeeze              |
| Gap        | 3  | 100 | through the jaws                |
| Gap        | 4  | 100 | dino-spine                      |
| Gap        | 5  | 100 | anvil island northside          |
| Gap        | 6  | 100 | anvil island southside          |
| Gap        | 7  | 100 | diablo's dare                   |
| Gap        | 8  | 100 | don't look down!                |
| Gap        | 9  | 100 | vertigo gap                     |
| Gap        | 10 | 100 | you have no chance to survive   |
| Gap        | 11 | 500 | make your time!                 |
| Gap        | 12 | 100 | i ain't trippin'                |
| Gap        | 13 | 100 | lover's leap                    |
| Gap        | 14 | 100 | weeeeeeeeeeeee!                 |
| Gap        | 15 | 100 | hang right or else!             |
| Gap        | 16 | 100 | acrophobia shortcut             |
| Gap        | 17 | 100 | acrophobia gorge                |
| Gap        | 18 | 500 | acrophobia gorge the wrong way! |

# AIRPORT PARKING GARAGE

The Airport Parking Garage has many intricacies which, when added together, equal a truly stunning level. You'll be able to interact with huge spiraling pieces of art, a traffic system full of impatient drivers speeding to get to their terminals on time and helicopters with their whirling blades of mayhem. You will also find the name of this level is somewhat deceiving because in addition to the parking garage itself, you'll also be able to enter the airport's terminals and cause havoc inside as well as out.

## Level #8 - AIRPORT PARKING (5,000 Respect Points Available)

Jump All Gaps

Earn 1,000 Respect Points

CHAPTER SEVEN

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### CHALLENGES

|                                |                           |                                       |
|--------------------------------|---------------------------|---------------------------------------|
| Complete Rookie Challenge      | Earn 50 Respect Points    | Access Trick Tip                      |
| Complete 4 Amateur Challenges  | Earn 400 Respect Points   | Access New Sponsor                    |
| Complete 4 Pro Challenges      | Earn 800 Respect Points   |                                       |
| Complete 4 Hardcore Challenges | Earn 1,000 Respect Points | Unlock Kenan Harkin's Signature Trick |
| Complete Expert Challenge      | Earn 500 Respect Points   | Unlock Cheat                          |

### COMPETITION

#### Take 3rd Place in Competition

Earn 150 Respect Points

Unlock Trick Tip

#### Take 2nd Place in Competition

Earn 450 Total Respect Points

Unlock Trick Tip

Unlock Trick Tip

#### Take 1st Place in Competition

Earn 1,250 Total Respect Points

Unlock Trick Tip

Unlock Trick Tip

Unlock Secret Park Editor Piece

## rookie challenge

Clear 80,000 points in a single run.

Your first Airport Parking Garage challenge asks you to score 80,000 points in a single run within the time limit. Knowing where to best perform your trick sets in order to accumulate the 80,000 points is key to beating the challenge. Although there are tons of places to grab big scores, here is a tip that will surely help you over the top.

The roof of the parking garage has one of the best half pipes in the game. It is large, allowing you to get a lot of air. And, it has a few gaps that you can use to increase your score. If you stay in this half pipe and use the gaps on as many jumps as possible, the 80,000 point run should be easy. Give it a shot.



# Amateur challenges

1. Defuse the four package bombs.
2. Jump over the red SUV on the third floor ramp.
3. Bust out a 10,000-point trick set.
4. Scott Wirch Challenge – Grind all the way around the baggage carousel.

## Defuse the four package bombs.

All is not well at the airport. Evidently there are four package bombs scattered about the level that have to be defused. Your mission, should you decide to accept it, is to destroy the four bombs by riding into them. Again, knowing the locations of the bombs before beginning your run will greatly increase your chances of beating the challenge before your time runs out.

The four package bombs can be found on your level map. There is one in the top corner of the third floor of the parking garage. There is one on the second floor of the baggage claim center. Another is in the plane hull half pipe outside of the hangar. The fourth bomb is in the right of the main hangar doors. Simply ride to each of the four packages and break them. Once completed, the airport will be safe for all who travel within and you will be free to session wherever your heart desires!

## Jump over the red SUV on the third floor ramp.

Talk about a no-brainer! This challenge is a snap. You have probably passed the red SUV several times already and not even noticed. If you can't complete this challenge in a few attempts it's time to hang it up and find some other video game to play!

The red SUV is straight ahead of you from your start position! Use the ramp on the left side of the downward sloping road ahead of you to make your rider jump over the SUV. See how easy that was! Ok, so that was a piece of cake. But don't expect the rest of your challenges to be like this. You are in for some tough ones before this level is complete! Now it's time to move on to the next one.

## Bust out a 10,000-point trick set.

Once again you are going to have to put together a string of tricks. This time you have to build a 10,000-point trick set. Manuals are essential to overcome this challenge. Pick an area you are comfortable performing tricks in or use this tip to help you overcome the 10,000-point score.

To do the 10,000-point trick set, you should stay in the half pipe on the roof of the parking garage. Manual back and forth in the pipe while doing tricks and you'll see your score continue to mount. Be careful to keep your balance during the manuals to keep the trick set alive. Should you lose it you'll have to start from scratch if your 10,000-point level has not been achieved. Using your trick modifier here will also go a long way to defeating the challenge.





### Scott Wirch Challenge – Grind all the way around the baggage carousel.

Scott Wirch has been sessioning down in the baggage claim area. If you haven't caught up with him yet, locate him on your level map and see what he's got to say. Evidently, the baggage carousel makes a great place to test your grinding skills. Scott has been perfecting them there, so now it's your turn. See if you have what it takes to keep that grind going all the way around the carousel.

To grind around the baggage carousel, ride alongside it until you have enough speed to make it around. Jump onto and grind the edge of the baggage claim carousel until you have completed the challenge. Once you've grinded far enough an on-screen indicator will tell you that the challenge has been completed. Balance and speed are key to holding this grind for the necessary length. Don't worry about crashing into any unclaimed luggage. The baggage claim area is fairly empty at the moment!

## pro challenges

1. Jump off the four wing sculptures.
2. Grind 100 feet on the spiral baggage claim sculpture.
3. Do a 16-trick combo.
4. Luc-E Challenge – Grind the switches to open the hangar doors.

### Jump off the four wing sculptures.

To jump off the four wing sculptures you first have to get on top of them! That's the real challenge here. Knowing where the four wing sculptures are located is the key to completing the challenge within your time limit. Plan your run prior to starting so you'll know the exact route you are going to take.

To jump off the four wing sculptures, locate them on your map. Three of them are located in three corners of the level. You can use the quarter pipes located under each of these sculptures to grind up onto them. The fourth sculpture is a little more difficult to find. To jump off of the fourth sculpture you will have to ride onto the right ledge on the top of the parking garage. From there you can use the ledge to jump off onto the sculpture.

### Grind 100 feet on the spiral baggage claim sculpture.

This challenge is a bit tricky. Once again you will have to make an almost blind jump to just the right location in order to successfully land on the baggage claim sculpture and perform the necessary grind. Guaranteed this challenge will take you a bit of time to overcome. Stick with it and you will eventually be rewarded!

By now you should be familiar with the location of the baggage claim area. However this time you will have to approach it from a different perspective. To grind the spiral baggage claim sculpture, you will have to ride down to the second floor of the parking garage and make a right. Then, ride over toward the baggage claim building and jump off of the second floor ledge onto the spiral baggage claim

sculpture. Not only is timing your jump important but angling your rider correctly so that you land on the sculpture will be the only way you will be able to defeat this challenge.



### Do a 16-trick combo.

Now it's time to string together a serious 16-trick combination. Up until now you haven't had to put this many tricks together in one shot. So hopefully you have what it takes to keep those combos going. Again, there are any number of places within the level to accomplish this feat, so choose a place you are comfortable with or read on for a tip that will surely help you stick that 16-trick combo.

The 16-trick combo can be done in the parking garage. There are plenty of cars, rails and ledges to grind. And, there are plenty of ramps to jump off of to keep your trick set alive. Keep moving and be sure to take advantage of your manuals to go from trick to trick. Keep your balance in your manuals or you'll lose it and have to begin the trick set all over again.

### Luc-E Challenge – Grind the switches to open the hangar doors.

Luc-E has been sessioning down inside the hangar building. How he got inside there with the doors closed is a mystery. However you'll have to solve that mystery in order to meet up with him and take on his challenge. If you are not familiar with the location of the hangar building, locate it on your level map. Here is the secret to getting into the closed-up hangar building.

This challenge is real sneaky. To get into the hangar, you have to ride to the second floor of the baggage claim building. From there, you must ride through the middle glass window on the second floor. Once through the window, you will find a wooden ramp that will take you over to the hangar. After entering the hangar you'll find Luc-E. After speaking with him, use the ramps along the hangar walls to get up to the switches for the grind.

## Hardcore challenges

1. Grind down the spiral ramp from the 3rd floor to the 1st floor.
2. Pull a Double Backflip while jumping to the rest area.
3. Get up to each of the hanging plane sections.
4. Kenan Harkin Challenge – Pull a 540 Double Tailwhip while transferring into the spiral.

### Grind down the spiral ramp from the 3rd floor to the 1st floor.

This challenge involves one very long grind. You can find the location of the spiral ramp on your level map. Balance is the key here. Since you will be heading downhill gravity will help you keep up your speed. This challenge will take you some time to perfect, but it's a lot of fun to execute when done correctly. It's time to go for a ride!

To grind down three levels on the spiral ramp, ride down the slope from your starting point, and make a left onto the third floor. The spiral ramp will be right there. Simply jump on it and let the downward slope of the spiral accelerate your ride down to the first floor. Hold your balance or you'll have to start again from the top if you crash. Now give it a rip... Yahoo!





### Pull a Double Backflip while jumping to the rest area.

It's time to pull a Double Backflip down into the rest area. This is one heck of a jump! Find the location of the rest area on your level map. By now you should be an expert at the Backflip. This time however you'll have to double it up. Don't worry though... it's a long, long way to the bottom from your jump off point! Pay close attention to your landing or you'll end up in the hospital instead of the rest area!

of the parking garage. Riding straight down the slope from the start point will give you more than enough speed to make this jump. Once you have enough speed, blast off the ramp and pull a big Double Backflip as you fall two stories down to the rest area. This jump is awesome! Enjoy!

### Get up to each of the hanging plane sections.

Now it's back to the hangar building for your next challenge. This time the action takes place up at the ceiling of the hangar rather than down below. There are some old plane sections hanging around that are just begging for you to get inside. Jump into all three in the allotted time period and you've beaten the challenge.



To get up to the hanging plane sections use the wooden ramp that you used to get to the hanger earlier. Then use the ramp against the hangar window to get into the first plane hull.

Next, ride through the hull and jump onto the roof support beam. Jump into the next hanging plane section, and then out onto the next support beam. Then from there you can jump into the last hanging plane section. Take your time with this one. If you ride too fast, you are not going to be able to stop quickly enough and you are going to fall to the hangar floor.

### Kenan Harkin Challenge – Pull a 540 Double Tailwhip while transferring into the spiral.

Kenan has been practicing some really cool 540 Double Tailwhips while transferring down into the garage spiral. This is a really cool challenge that you'll find yourself doing over and over again even after the challenge has been completed. Before you can complete the challenge, you naturally have to know how to execute a 540 Double Tailwhip. Familiarize yourself with the Tailwhip button combination and practice the move until it becomes second nature to you. Now it's time to put your knowledge to the test!

To do the 540 Double Tailwhip while transferring into the spiral, ride to the half pipe on the parking garage roof. Use the half pipe to build up some serious speed. Then launch your rider down to the bottom of the spiral staircase that you grinded down earlier. While catapulting yourself into the spiral abyss, pull your 540 Double Tailwhip and beat Kenan's challenge.

## insane challenge

Mike Laird Challenge – Grind each of the three helicopters.

### Mike Laird's Insane Challenge.

Talk about insane! This challenge is totally off the wall. Mike thinks it would be cool to grind the three helicopters hovering around over the upper level of the parking garage. You'll have your hands full here. Give it some time. Although not impossible, this challenge will take a long time to overcome. Hey, by now you should be a BMX freestyle expert! Nothing should be too crazy for you to try!



Grinding the three helicopters is the hardest challenge in the game. It is going to require some patience and lots and lots of skill. From the beginning of your run, ride to the left into the half pipe, and jump the second gap on your right. The first helicopter should be flying through as you jump. If you time it correctly you'll be able to hop on it and give it a grind. The second helicopter is behind this half pipe right outside the parking garage. Grind along the rail that runs on the outside edge of the garage, and jump off of the rail and grind onto the second helicopter. The third helicopter flies along the ledge of the parking garage. Jump up onto the ledge and wait for the helicopter to fly by. Allow it to pass you and then ride up to it. Jump off of the ledge and onto the helicopter and zzzziippippp your challenge is complete! Sounds easy? No way! Give it your best!

## GAPS

In order to fully complete the Highway 47 Cloverleaf Level you must transfer over 8 gaps. Doing so will earn you Respect Points and unlock additional rewards.

| GAP POINTS |    |     | LOCATION                |
|------------|----|-----|-------------------------|
| Gap        | 1  | 100 | long term parking box   |
| Gap        | 2  | 100 | low flying aircraft gap |
| Gap        | 3  | 100 | da plane! gap           |
| Gap        | 4  | 100 | arch support            |
| Gap        | 5  | 100 | baggage balcony gap     |
| Gap        | 6  | 100 | smashbox gap            |
| Gap        | 7  | 500 | justin's mega-plunge    |
| Gap        | 8  | 100 | baggage gap             |
| Gap        | 9  | 100 | excess baggage gap      |
| Gap        | 10 | 100 | oversize baggage gap    |
| Gap        | 11 | 100 | mee krob gap            |

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